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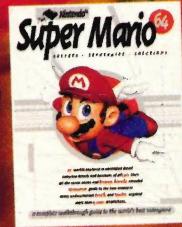


SUPER MARIO 64

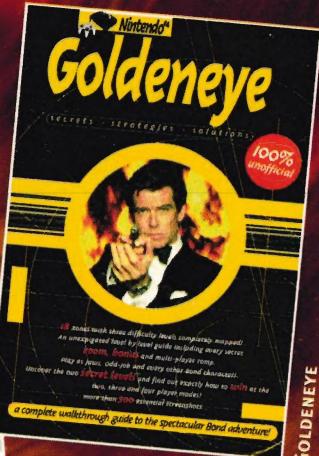


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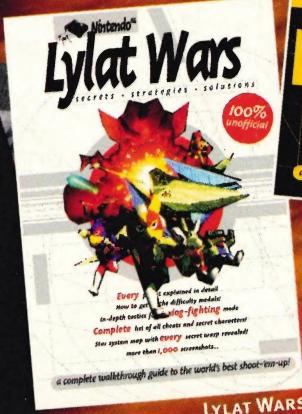
The Books



SUPER MARIO 64



GOLDFENEYE



LYLAT WARS

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64

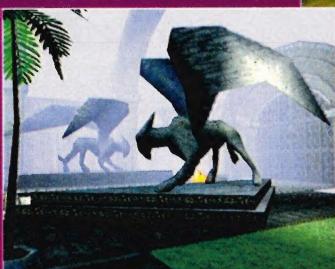
magazine

volume 15

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22 THE MAN FROM ATLANTA

Fresh from the sweating den of iniquity that was the E3 show, we bring you news of all the hottest new Nintendo games – and playtests of as many of them as we could lay our hands on!



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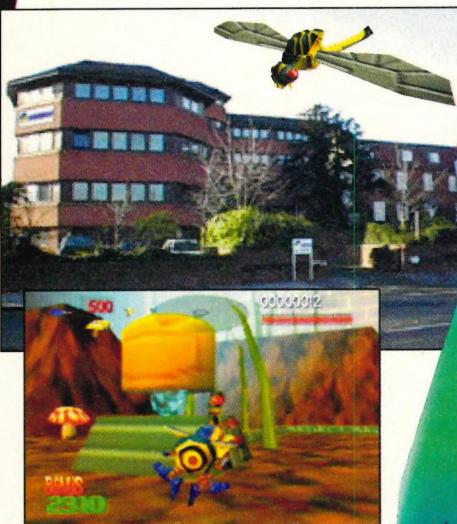
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It's that time again! We look back at the games that arrived in the first year of the N64's life, and see how many of them still hold up. Be prepared for some surprises...



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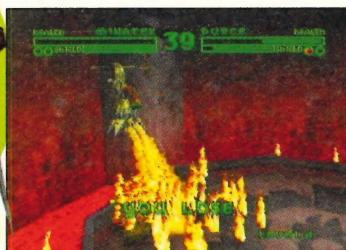
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A trip down to Argonaut Software tells us more than we ever believed possible about *Buck Bumble*...



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A new beat-'em-up for the N64? Can it escape the curse of its predecessors and not be crap?



06 64 SHOWCASE

Nintendo grab PC classic *StarCraft* as a console exclusive, Capcom – at last! – confirm that they're doing games for the N64, and the evil that is Sega's new machine. All the latest news, charts and release dates.

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Our world-famous letters page. Well, maybe 'famous' isn't quite the correct word.

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We're the only mag that gives you proper maps of *Quake*. We're generous and non-sucky like that.



Welcome!

DDead Pool

'THE DD IS A DEAD DUCK' WAS THE SUBTEXT behind Nintendo's lavish stand at the recent E3 trade show in Atlanta. Designed to show off all the newest and most spectacular games for the next year, there wasn't even the tiniest mention of the 64DD to be found.

You might be expecting me to launch into a tirade about how the N64 is now doomed as a result. "Oh, how will the console survive without its rewriteable disks?" Quite the opposite. By focussing attention on its core medium – cartridges – Nintendo has shown that in America, its most successful market, it is going all-out to take back the number one spot from Sony.

By dropping the 64DD, they first of all quell any consumer worries that in order to play some killer games they might have to go out and buy an entirely new bit of kit (which has never been a successful move in the history of console gaming), and secondly prove that the cartridge is still a viable competitor for CDs. It might not be able to run FMV cutscenes, but with cart sizes increasing and prices falling, gamers can get all the depth they've come to expect on 32-bit machines with the advantages of near-instant loading and robustness.

In Japan, it doesn't really make a difference whether Nintendo release the 64DD or not – they certainly couldn't do any worse at the moment in their home country. Even the Saturn, which has now been scrapped in the States, is still frequently beating the N64 in sales. Nintendo's bizarre policy shifts for the 64DD (concentrating on *Pocket Monsters*, for example) are aimed solely at kickstarting the N64 market in Japan. In the rest of the world, where the N64 is performing just fine on its own, talk of the DD probably only goes to harm sales, people wondering if there's going to be something better coming along. It's exactly this reasoning that has prompted Sega to roll out the Dreamcast, while on the other hand Sony aren't even admitting publicly that they're developing a PlayStation 2.

Right now, Nintendo haven't firmly stated that the DD is dead, but they might as well have. Whatever, it means that in their most successful markets, they can get on with what they do best – making awesome games!

ANDY McDERMOTT, EDITOR

the 64 showcase

news
peripherals
advice • hot new
items of interest



CRAFTY!

The PC smash *StarCraft* is coming to the N64 – and Nintendo have signed an exclusive deal that guarantees it'll be the only way you can play it! The game, which in the Paragon offices has taken over from *Quake II* as the lunchtime jeu du jour among the PC fraternity, is a *Command & Conquer*-style action strategy game. In it, players vie for domination of the galaxy by fighting brutal battles against the two other races that also have their eyes, however many they may possess, on this particular area of galactic real estate.



The deal that Nintendo secured with developers Blizzard ensures that the N64 is the only console on which *StarCraft* will be available. Well, if Sony can do it with *Tomb Raider 2*...

StarCraft 64 – oh, the imagination!

– will also boast a multiplayer mode,

although exactly how this will work

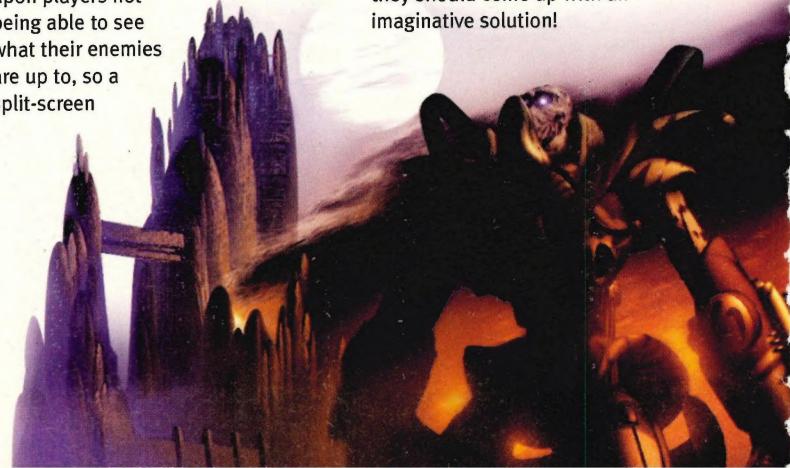
has yet to be determined.

The network game on the PC relies upon players not being able to see what their enemies are up to, so a split-screen



option would take out a considerable part of the strategy.

However, since Nintendo and Blizzard have a year to sort this little problem out (the game isn't scheduled for release until at least spring 1999), they should come up with an imaginative solution!





64DECEASED?

THE CHANCES OF WESTERN GAMERS ever seeing the now almost mythical 64DD dropped yet again at E3, with Nintendo of America boss Howard Lincoln all but saying it would never appear outside Japan.

While Lincoln didn't come out and say the add-on has definitely been canned, Nintendo insiders that 64 MAGAZINE spoke to said that developers have been

advised by NoA to stop working on 64DD titles, suggesting that Nintendo don't want companies to throw money into a format that will never appear. Instead, software houses have been advised to take advantage of larger cartridges as prices fall.

There is also some black humour about the situation – nicknames for the 64DD inside Nintendo's American arm



apparently include 'Dead and Deader' and 'Dead Duck'. It looks as though the future for the N64 will be silicon for a long time to come – but with games like *Zelda*, *Turok 2* and *Perfect Dark* on the way, that's not such a bad thing!

NIGHTMARE CREATURES NIGHTMARE

ACTIVISION'S *NIGHTMARE CREATURES*, which we reported last issue was to get an N64 conversion, now won't be released – at least, not in the UK.

Sony are claiming the rights to an 18 month period of exclusivity on the game, limiting its European release to the PlayStation until mid-1999. This came as rather a surprise to Activision, who were planning to show the game at the E3 show! As a result, the game had to be pulled from the show at the last minute.

The American release of *Nightmare Creatures* is apparently unaffected, however, so we should be able to bring you an import review later in the year.

Capcom Confirmed!

ANOTHER OF THE INDUSTRY'S WORST-KEPT secrets finally came out in May, when Capcom at last confirmed that they have signed up as a Nintendo 64 game developer. The fact that everybody already knew this anyway didn't stop the news being greeted with unadulterated joy by gamers!

The only problem is that there don't appear to be any plans to convert the company's biggest franchises like *Street Fighter* and *Resident Evil* – in fact, the 'Resident Evil-style' game mooted in the past, *Ninja*, has apparently been canned. Instead, Capcom are promising a *Tetris* game with Disney characters, and have also dropped hints about a cutesy platformer. Like there's a shortage of *them* on the N64...

Apparently, Capcom's senior staff are trying to counter the impression that Capcom only make violent games by creating some family titles. That's all very well, but it's not going to help counter the Japanese market's view that the N64 is only for the under-tens!



STREET FIGHTER EX – NOT AS YET ON CAPCOM'S 'STUFF TO DO' LIST. THE HELL?

NINTENDO'S BAD DREAM?

DREAMCAST. NOT A NAME THAT STRIKES TERROR INTO THE heart, is it? In fact, it's a bit crap. But it's a name that Nintendo will come to dislike a great deal, because it's the name of Sega's new console. Presumably Jonathan Ross won't be called upon to advertise it.

After months of rumours, Sega finally confirmed the details of their new machine, to be released in Japan on 20 November (which not coincidentally, if the event takes place at the same time as last year, will be the opening day of Nintendo's Space World '98 show). The graphics hardware powering the Dreamcast is a second-generation PowerVR system as used in flashier PCs, which is claimed to have performance very close to Sega's Model 3 arcade machines. It also means that PC games can be ported to Dreamcast, which runs a Microsoft operating system, with ease. Network-capable *Quake 3* via the built-in modem, anybody?

Another piece of Dreamcast hardware of note is the Visual Memory System, a combined memory card and LCD screen, which can also be used as a stand-alone pocket game console. Strange yes, but then who would have predicted the Rumble Pak?



Showcase

The Cast!

EVERY YEAR, BILLIONS OF PEOPLE DO THINGS. THESE ARE THREE OF THEM.

ANDY McDERMOTT

The anhedonic editor has been battling ennui, fighting apathy and generally being a miserable sod; no change there. On the other hand, he did get to go to the States for the second time in three months, so he's really got no excuse!

ROY KIMBER

It's been a bad month for the braying one. First his car got wrecked by a joyrider, then he visited a software house only to turn up at their old offices by mistake. Even more embarrassingly, he admitted he likes the Ewoks.

NICK TRENT

Unexpectedly freed from tedious responsibilities, Trenty celebrated by buying himself what he's always wanted – a bread van. To his horror, he only realised after he'd shelled out the readies that the bread didn't actually come with it.

64

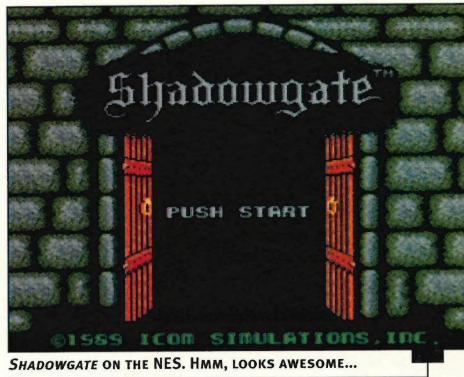
NN NEWS NUGGETS

Ubi Soft's racing game VR3000 has undergone a title change to *SCARS*, which apparently stands for *Super Computer Animal Racing Simulation*. Okay, fine... Eidos' second N64 game after *Fighting Force* will be *Extreme Sports* from Norwegian coders Innerloop, featuring what Eidos describe as "events you've never seen before" taking place over Innerloop's trademark highly detailed landscapes... Those who remember the 1980's coin-op *Gauntlet* will be pleased to learn that Atari are working to bring their four-player fantasy hackathon to the N64.

Shadow Warriors

REMEMBER THE 1989 CLASSIC *Shadowgate* on the NES? We didn't, to be honest (everyone here was using STs or Amigas by then), so we had to enter the murky world of NES emulators on the Internet to find out.

Anyway, the fantasy adventure is going to get an N64 update courtesy of Kemco, in the form of *Shadowgate 64: The Trials Of The Four Towers*. The game stars a half-elf bloke called Del (sounds more like a dodgy car dealer than a fantasy hero!) and the evil villain Lord Warlock, and is likely to be a 3-D adventure in a *Zelda 64* style, and might appear as soon as this Christmas. Apart from that, we, as Manuel might say, know nothing.



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SHADOWGATE ON THE NES. HMM, LOOKS AWESOME...

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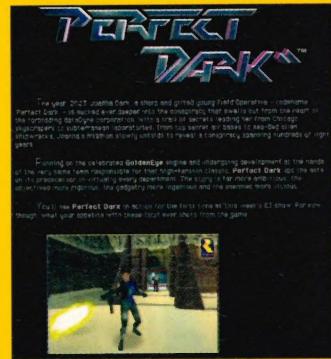
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Get Ready To RAMble

AS A FOOTNOTE TO PAGE SEVEN'S 64DD STORY, THERE IS A POSSIBILITY THAT Nintendo may sell the 4Mb RAM expansion intended to come with the drive separately. *Turok 2*'s E3 incarnation was rumoured to be running with one installed in the demo N64, thus displaying stunning hi-res graphics that would otherwise be impossible to run at speed.

If the RAM expansion does appear, there is the danger that a two-tier market may emerge (hi-res for those with the RAM, lo-res without). However, since it's in Nintendo's interest to make their games look as desirable as possible, they may come up with some kind of package deal, much like the Rumble Pak supplied with *Lylat Wars*. At the moment, RAM is dirt cheap, so a sub-£15 price point is not inconceivable.



COOL! CART COSTS CUT!

GOOD NEWS FOR CASH-STRAPPED N64 gamers – Nintendo have cut the manufacturing costs of cartridges again. The cost to a third-party software company of a 128Mbit cartridge (currently the largest size available, at least until *Zelda* arrives) has been cut to \$20, or roughly £14 – \$5 cheaper than the previous price.

Whether or not this saving is passed on to the player is up to the software companies, since it amounts to an extra £3 profit on each game sold if prices aren't cut! However, since Nintendo are applying the price cut retroactively – companies who had paid for cartridges before the price cut got a rebate – that's obviously what the Big N has in mind, in order to make N64 games more competitively priced against PlayStation titles.

The Revenge Of DOH!

THE SHARP-EYED (WHICH SOMEHOW didn't include anyone checking the pages) may have noticed that the '\$64,000 Question' boxout in last issue's *Forsaken* review seemed rather unenthusiastic. That's because it was the wrong one! Here's the right one. Hard slaps all round.

\$64,000 Question

- ⊕ SPECTACULAR LIGHTING EFFECTS
- ⊕ PLENTY OF CHALLENGE
- ⊕ INTELLIGENT OPPONENTS
- ⊕ CPU ADVERSARIES IN DEATHMATCH
- ⊕ PLENTY OF MEGADEATH WEAPONS
- ⊖ SOME LEVELS OVER VERY QUICKLY
- ⊖ RATHER DESCENTLY



64 CHARTS

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GAME

CHART COMMENT

With GAME taking over the compilation of the charts from this issue there are a couple of unexpected changes of position (not least the complete disappearance of *Turok*!), but for the most part things are pretty much as we expected. It came as no surprise whatsoever that EA Sports' *World Cup '98* came crashing

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straight in at the top slot, dethroning the mighty *Goldeneye*, but the arrival of Konami's *Mystical Ninja Starring Goemon* at number 2 was less expected. Obviously there are a lot of N64 owners who want to play RPGs! Konami also benefited from a massive price cut for *ISS 64*, which came slam-dunking (mate) in at number five. The big surprises were the fall of *Quake*, and the fact that people are still buying the abysmal *Cruis' n USA*. Read the reviews, you dopes! Save your money!

THIS MONTH

LAST MONTH

GAME

PUBLISHER

64 MAGAZINE SCORE

1	-	WORLD CUP '98	EA SPORTS	93%
2	-	MYSTICAL NINJA	KONAMI	85%
3	1	GOLDENEYE	NINTENDO	95%
4	2	YOSHI'S STORY	NINTENDO	79%
5	15	ISS 64	KONAMI	93%
6	20	EXTREME G	ACCLAIM	80%
7	8	WCW Vs NWO	THQ	83%
8	6	DIDDY KONG RACING	NINTENDO	86%
9	3	QUAKE	GT INTERACTIVE	88%
10	9	SUPER MARIO 64	NINTENDO	92%
11	11	TOP GEAR RALLY	NINTENDO	85%
12	-	AERO FIGHTERS ASSAULT	VIDEO SYSTEM	20%
13	5	FIGHTER'S DESTINY	INFOGRAPHICS	80%
14	10	MARIO KART 64	NINTENDO	78%
15	7	SNOWBOARD KIDS	NINTENDO	83%
16	17	DUKE NUKEM 64	GT INTERACTIVE	84%
17	12	LYLAT WARS	NINTENDO	88%
18	13	SHADOWS OF THE EMPIRE	NINTENDO	58%
19	22	BOMBERMAN 64	NINTENDO	80%
20	28	CRUIS'N USA	NINTENDO	22%



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Hooray! At last we can banish our previous vague tea-leaf readings and bring you the definitive list of game release dates, courtesy of Department 1. They're the most

up-to-date and accurate you'll find anywhere, so if you want to know how soon you can get your hands on a game, look no further!

Release dates are subject to change without notice.

10

1080° Snowboarding	UK	1-11		F-Zero 64	Jap	June	Rayman 2	US	20-11
Aero Gauge	UK	1-6		F-Zero 64	US	20-9	Rev Limit	UK	1-8
All-Star Baseball '99	US	1-6		Gex 2	US	26-8	Road Rash 64	UK	31-12
Banjo-Kazooie	UK	1-7		GT Racing	UK	June	Rush America	US	28-10
Banjo-Kazooie	US	30-6		GT Racing	US	20-7	Sim City 2000	UK	1-11
Bio Freaks	UK	1-10		Holy Magic Century	UK	August	Space Race	UK	December
Bio Tetris	Jap	TBC		Holy Magic Century	US	25-6	Superman	UK	December
Bomberman Hero	UK	5-10		Hybrid Heaven	UK	1-12	Superman	US	20-8
Bomberman Hero	US	20-10		ISS '98	UK	5-10	Tonic Trouble	UK	August
Buck Bumble	UK	September		ISS '98	US	TBC	Tonic Trouble	US	1-7
Buck Bumble	US	1-10		Iggy's Reckin' Balls	UK	24-7	Top Gear Racing	UK	31-12
Caesar's Palace	US	20-8		Iggy's Reckin' Balls	US	24-7	Turok 2	UK	1-12
Castlevania 64	UK	27-8		Major League Soccer	US	20-7	Turok 2	US	20-10
Chopper Attack	UK	August		Micro Machines	UK	November	Twelve Tales: Conker 64	UK	TBC
Chopper Attack	US	17-6		Micro Machines	US	9-12	Twelve Tales: Conker 64	US	20-10
Choro Q 64	Jap	17-7		Mike Piazza's Strike Zone	US	1-6	Twisted Edge Snowboarding	UK	5-10
Cruis'n World	UK	1-7		Milo's Astro Lanes	US	20-11	Twisted Edge Snowboarding	US	4-11
Cruis'n World	US	28-7		Mission: Impossible	UK	5-10	Virtual Chess	US	2-6
Deadly Arts	UK	July		Mission: Impossible	US	1-7	VR 3000	US	1-10
Deadly Arts	US	20-7		Mortal Kombat 4	UK	25-6	VR Pool 64	US	20-10
Donkey Kong 64	UK	31-12		Mortal Kombat 4	US	24-6	V-Rally 64	UK	30-10
Earthworm Jim 3D	US	20-9		NBA FastBreak	US	TBC	Waialae Country Club		
Extreme G 2	UK	1-10		NFL Blitz	US	30-9	True Golf Classic	US	28-7
F1 Racing	US	20-11		NHLPA Hockey '99	UK	November	Wetrix	UK	25-6
Flying Dragon Twin	US	20-7		Nightmare Creatures	UK	December	Wetrix	US	15-6
Forsaken	US	1-6		Nuclear Strike	UK	31-12	Wipeout 64	UK	31-12
F-Zero 64	UK	28-10		Off Road Challenge	US	30-6	Wipeout 64	US	20-10
	LAP 1/3	7th	TIME 00'35"18	Playmobil	US	20-10	World Grand Prix	US	27-7
F-Zero X - FASTER THAN A WHIPPET WITH THE RUNS!				Predator Racing	US	1-10	WWF: Warzone	US	15-7
TEXT IN YELLOW DENOTES A UK RELEASE DATE				Quake II	UK	December	Zelda 64	UK	TBC
				Rally Racing	US	19-11	Zelda 64	Jap	TBC
				Rat Attack	US	20-11	Zelda 64	US	November

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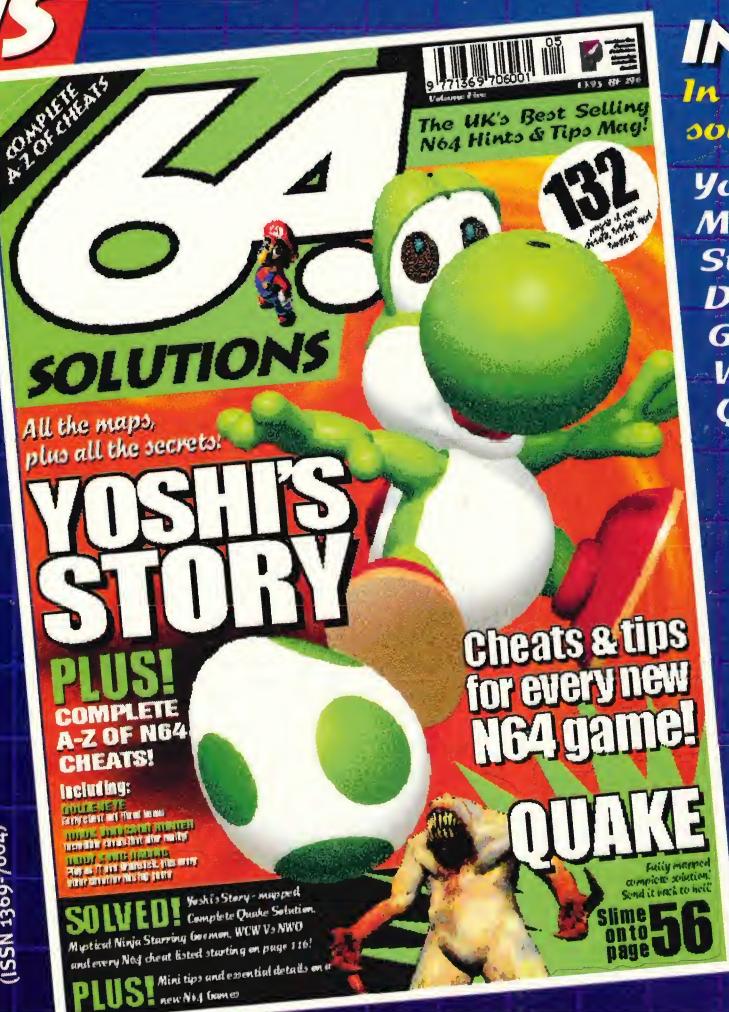
WCW vs NWO

Quake

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When I'm

64

12

Y'know, you don't **HAVE** to start your **LETTER** by saying how **BRILLIANT** we are (even though it's very **GOOD** for our **EGOS**). Just so long as you don't **START** by saying "Your **MAG** stinks!" we'll be **HAPPY**. Anyway, write **LETTERS** to us. We **LIKE** getting **POST**.

64 MAGAZINE, in association with Fire International, is offering a little incentive for our readers to write in. Every letter printed (that's proper letters with sentences and everything, not lists of questions for Ask Andy or anything that ends up in Memory Card Losers) will win a 256K memory card from Fire International, and the Star Letter each month will garner a whole host of N64 plug-innery!

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MISHKIN – HE IS THE DEVIL!

DEAR 64 MAGAZINE,

Thank you for the best N64 mag on the Earth today. I've started to get fed up with *Goldeneye* because all my friends were too easy to beat and I've got every level and cheat in the game. So I decided that it was time to get my thinking cap on and think of ways to make the game more fun.

The first is in single player. What you do is go into the Archives in 007 mode with the enemies' energy on maximum. Kill everyone with the Golden Gun except Mishkin, then shoot him with a normal gun and run away. This will mean you have a madman running around after you! The rules are no Golden Gun and no jumping out of the library windows. If you find this too easy then muck about with enemy accuracy and enemy damage.

My second game is in the Bunker on multiplayer. The biggest number of players is three, and you must have grenade launchers as weapons. Everyone go to the room with the body armour in it (the room, not the passage) armed with grenade launchers, then get into the alcoves. Take it in turns to bounce grenades off the pillars or the beam the pillars support and try to hit each other. The rules are, do not step out of your alcove, if someone runs out of grenades everyone stop and let them get some more, last man alive wins and if anyone gets the body armour, everyone else kill him!

I hope you enjoy these mini games – I'm still thinking of more.

PHILIP KAIRIS, COCKFOSTERS

PS: Please! Please! Can you suggest a new game with long-lasting single and multiplayer?

Goldeneye has all sorts of weird little quirks if you play for long enough, like the sneezing KGB guard in the Facility, as well as some amusing bugs. If you find any more like these, or if you've got some entertaining new games to play that the creators never intended, let us know and we'll print the best!

PS: *Forsaken's* well worth a look.

ZONED OUT

DEAR 64 MAGAZINE,

Firstly let me say what a brilliant magazine you produce. However, on the ScoreZone pages one thing has been really annoying me. Some of the tables have NTSC and PAL times mixed in and this is a bit unfair to those who do not own an NTSC machine. I'll admit that it would be equally unfair to those who do have access to one just to be taken out of the tables, so why not run separate tables for each machine?

Also, I would like to say that I agree with Frank Schipper who wrote in issue 13 about N64 games being too easy. I also grew up with Nintendo and loved playing all those brilliant games, and it saddens me to see games become easier and smaller. If Nintendo concentrated more on large

Mishkin: It appears you were correct, Mr. Bond



MISHKIN – HE'S THE MAN! SOON TO APPEAR IN *WING COMMANDER: THE MOVIE*, WOO HOO.

games with oodles of gameplay rather than better graphics then we'd all be a lot happier. Don't get me wrong, some games (like sports sims) need good graphics, but I would be pretty happy if *Zelda* reverted to a top-down RPG with 16-bit graphics and weeks – even months – of gameplay rather than the 64-bit rendition with stunning graphics, multiple camera angles and disappointing game length. Maybe *Zelda* was a bad example, as it does seem pretty big, but let's face it, graphics aren't everything. *Mario Kart 64* could have been a whole lot harder and should have had more tracks, *Starfox* is great for 45 minutes and just look what they did to *Bomberman*. They killed him – the bastards!

Anyway I'll have to stop there – I just remembered some weapon orbs I didn't get in *Secret Of Mana* and I never did find level 96 in *Super Mario World*.

RUSSELL AULD, LOCHWINNOCH

Roy usually tries to keep PAL and NTSC scores apart, but considering the amount of entries we now get for the ScoreZone some will inevitably get mixed in. You import guys, play fair and say so! It's bad enough that you have a superior machine and games out earlier without rubbing it in the faces of the PAL owners by beating their best times!

I've got to admit I agree with you about the longevity of Nintendo's N64 titles – compare the playing time of Super NES *Mario Kart*, *Yoshi's Island*, *Mario Kart* and *Starwing* to their N64 counterparts, and the newer games fall well short. I still play SNES *Mario Kart* occasionally, but could quite happily go the rest of my life without clapping eyes on its follow-up again. (Jeez, that's a hell of an admission for the editor of an N64 mag!)



OH HEY, CLAPPED EYES ON IT AGAIN AFTER ALL.

STAR Letter!

DEAR 64 MAGAZINE,

I'll start this letter by saying that 64 MAGAZINE is the only magazine I ever read which actually has me looking at the back page to see when I can buy my next issue! It is simply of a higher class than the other mags on the market. Congratulations!

Here are some of my thoughts on your magazine and the N64 itself.

1: *Goldeneye* is the only 'must buy' on the Nintendo, but I believe *Mario 64* is underrated by many people. People tend to buy *Goldeneye*, *Mario Kart* or *Diddy Kong Racing* as their first game, without thinking about the poor old plumber! *Mario 64* is a fantastic game, and is perfect for introducing people to the console. While I'm on the subject, is *Mario 2* actually in the pipeline (no pun intended), or is it just a rumoured project?

2: Lowering review scores to take account of changing standards is a fantastic idea, and perhaps you

should update them more often than just every six months or so. No-one should complain about *Mario Kart* being lowered to 80%, it is barely worth that!

3: You've underrated *WCW Vs NWO World Tour*. I truly believe that it matches *Goldeneye* in terms of a multiplayer game, even if the one-player game is not brilliant. At 85% it is rated lower than *Bomberman 64*, which is rubbish!

4: Play one match on *ISS 64*, and then play a match on *FIFA '98*. You'll see that there's a lot more than 8% difference between the two.

5: Surely after the 3-D glory of *Mario 64*, *Yoshi's Story* is a bit of a step backwards by Nintendo! Am I missing something here?

6: In issue 13's ScoreZone you only have times for five of *Diddy Kong Racing*'s tracks. Why not print the best time for each track? Also, why is *Goldeneye* being turned into a racing

game by ScoreZone? Give us some meaningful challenges! Try this one: highest percentage of head hits on Surface 1 (you must have more than 50 kills).

7: Why do Nintendo even bother giving release dates? It seems that every single one of their titles is delayed.

8: I believe that you are not all that truthful about your reviewing system. As an example, *Aero Fighters Assault* is rated at 61%. This score, by the definition at the start of the review section, is awarded to a game that is "good but flawed, or average but redeemed by clever features". However, in your preview of *World Grand Prix* you say that *Aero Fighters Assault* is an "awful flying slug". Surely a magazine that is supposedly "harsh on games" doesn't award 61% to a flying slug?

Let me end by saying that much of what I've said are tiny niggles that I

have picked up on through months of reading your brilliant magazine. I wouldn't buy it if I didn't like it, would I?

JONATHAN EDWARDS, LONDON

1: *Mario 2* is supposedly being worked on, but as a 64DD title. So will we ever see it over here?

2: But the work! The confusion! The fact that things don't change that much over four weeks!

3: We rate games as one-player titles first, then as multiplayer games. Games like *Goldeneye* and *Puyo Puyo* work well as both, whereas *WCW* is, as you say, better with more people.

4: So should *ISS* go up, or *FIFA* go down?

5: Different kinds of games – *Yoshi's Story* is a lot prettier than *Mario*, even if the latter is in 3-D.

6: We can only print what people send in – if you want to prove your mastery of an 'unpopular' track, level or game, show us the proof!

7: They've already started being more vague about upcoming launches, but since we already know about and are eagerly awaiting the new stuff, in some ways this makes things worse!

8: Ah, percentage scores, the hateful standard. If I had my way I'd replace the lot of 'em with a simple five-level system; crap, bad, okay, good, excellent. But then if I had my way the world would be a very different place with far fewer occupants, so that's the end of that plan.



BILLY WHO?

DEAR 64 MAGAZINE,

Sorry I'm not starting like your usual letters (congratulations, great, best magazine etc). Don't get me wrong, it's a good magazine, but I can see you sliding down a slippery slope to official kids' magazine. I thought you were aimed at adults!

To begin with, what's the point of the ScoreZone (two pages now)? It just does nothing for me. Who wants to know how fast Billy Bunsen-Burner can clear the Silo in *Goldeneye*? Next thing you'll be telling us is how fast Billy wipes his arse. Come on, get it together!

Also, why all these game guides? One or two, yes, but three an issue? What's the point of the *Yoshi's Story* guide (issue 13) if the game is so easy to complete? Instead of filling half the magazine with guides, let's see more previews like we saw in the early issues.

So come on, start aiming at your adult readers again and not just kids, kids, kids. Cheers and thanks for listening.

A HOLMES, SALFORD

We don't just cater for kids, we don't just cater for adults – we cater for everybody! But that doesn't mean we've adopted a lowest-common-denominator, sanitised, anodyne style. 64 MAGAZINE will continue to be just as distinctive and quirky as ever, full of sarcastic quips, people working out their psychological problems in public and thinly-veiled references to bizarre sexual practices. And that's just on the cover.

BULL! COW! CRAB!

DEAR 64 MAGAZINE,

First off I would like to say that I think your magazine is great (I know everyone says this but it was the only way I could think of to start the letter).

However, I was extremely annoyed after you printed that crap cheat about how to destroy the flag in *Goldeneye*'s multiplayer game – it doesn't work! It seems like you get your cheats from a three year old. Also, about that guide to completing the Facility in under 2:05 to get invincibility, it's a load of bull. It doesn't tell you how to stop being killed just outside the toilets, never mind past the first security doors!

Other than this I would just like to say that you have done a really good job with all your reviews and the 64 ScoreZone is great – keep up the good work!

DAVID PEARSON, CULLOMPTON

Roy reckons that he tested the flag cheat and it does work. As for the Facility guide, if it were any less bull it would be cow. You just have to move as fast as possible – are you doing the 'crab run'? This is where you run forward at full speed while using the strafe buttons to make you move diagonally, which somehow gives Bond a slight turbo! As long as Doak is in the corridor, you should be able to beat 2:05 with ease if you don't waste time shooting people unnecessarily.

IT'S SALISBURY STEAK DAY

DEAR 64 MAGAZINE,

Even though your magazine is definitely the best around, I'm not gonna write a big suck-up intro just so that you will print my letter. I'll get straight to the point: I feel that as a loyal British N64 gamer, I am

ASK ANDY

IN WHICH OUR EDITOR ANSWERS QUESTIONS PUT TO HIM. THE ONES WHERE HE KNOWS THE ANSWERS, ANYWAY. TOUGH ONES GET HIDDEN AWAY BEHIND THE FILING CABINET.

DEAR 64 MAGAZINE,

- 1: There has not yet been a release date confirmed for *WWF Warzone*, so please could you tell me when it will be released?
- 2: There have been rumours that *Resident Evil 2* will be coming out on the N64. Is this true? If it is, then when will it be in the shops?
- 3: What is the confirmed release date for *1080° Snowboarding*?
- 4: Please can you tell me the release date for *International Superstar Soccer '98*?
- 5: When will you do a review of *Mortal Kombat 4*? What is the release date?
- 6: *Turok 2* is looking to be a huge hit on the N64. I was wondering if you have any more information on it and when it will be released?

MARK RYMER, MIDDLESBROUGH

- 1: *WWF Warzone* is due out in July; you can find out more about it in *64sight* this issue.
- 2: *Res 2* won't appear on the N64, but Capcom have strongly hinted that a game with a similar theme is in the works.
- 3: November.
- 4: September.
- 5: We'll hopefully be reviewing *MK4* next issue.
- 6: Check out our *E3* report this issue for more on *Turok 2*.

DEAR 64 MAGAZINE,

I will get straight on with this and ask you why *Cruis'n USA* is 12th in the charts when it is no good. And why has *Star Wars* got 62% when it got five out of five for graphics and four out of five for the rest of the marks? Did it have a higher percentage when it first came out? If so, why has the score gone down – is it because there is going to be a sequel or did you just feel like making it lower?

- 1: Is there going to be a *Top Gear Rally* 2?
- 2: Is *Turok 2* going to score better than *Goldeneye*?
- 3: What is the point of the Game Boy emulator when the 64GB is going to come out?
- 4: Finally, could you please review the new Ultra Racer?

THE MAN WITH NO NAME, BROMBOROUGH

"You can fool some of the people all of the time," as the saying goes, and some people buy games without bothering to check review scores. Hence *Cruis'n USA*. *Star Wars: Shadows Of The Empire*'s review score dropped drastically because, frankly, nobody here likes it.

- 1: Yes – Boss Game Studios are working on another *Top Gear* title, though it won't be a rally game.
- 2: Who knows? We haven't played the finished game yet.
- 3: Nobody knows when the 64GB is coming out, so Date! obviously thought they could make a killing by getting in first.
- 4: We did, in issue 11.

DEAR 64 MAGAZINE,

- 1: Which list should I look in the release dates to see which games will appear in Australia?
- 2: Could you tell the people who distribute the mag over here to hurry up!
- 3: If you don't like Puff Daddy that means you don't like rap, so what type of music do you like?
- 4: Could you guys put a portrait of your real face in the Gallery if you do one?
- 5: Maybe you guys could put a voting coupon so at the end of the year we players could also get a vote on which games we like.

NEREUS MARANAN, BLACKTOWN, AUSTRALIA

- 1: The UK list is probably the closest, since Australia also uses the PAL television system.
- 2: "Hurry up!"
- 3: New Order are the greatest band ever, and since this is my bit of the magazine all dissent will be brutally crushed.
- 4: Good god, why would you want to see our ugly mugs? All games journalists make John Merrick look like Clooney or DiCaprio, and the ones who actually *want* their boat races in print are invariably the most hideous of the lot.
- 5: Good idea. Watch out for one later in the year.

being neglected by Nintendo. I am sure that I am not the only person to feel like this and I get so angry about it. Why should we have to wait so long for games to become available over here? They often come out months after they have been released elsewhere. Why don't they think of us when developing the games and create a PAL version at the same time? I am not complaining about the prices, I think £50 for a decent game is quite reasonable, but when we get treated like this it seems a little high.

Am I the only one who feels like this? And do you know the reasons why this occurs?

ADAM VARTANIAN, SALISBURY

Some companies – Rare, Acclaim – bring out N64 titles within a couple of weeks of their foreign release dates, but the UK market definitely has the beturdened end of the stick most of the time when it comes to getting hold of games. Considering that Britain is, after America and Japan, probably the third largest market for videogames in the world, it's rather a poor deal.

There's no reason why a PAL version couldn't be done at the same time as the NTSC game, it's just that many companies consider the PAL market something of an afterthought. These are the same companies who think it's okay to churn out reduced-speed, big-bordered conversions for the UK without bothering to rework the games for our slower machines. They will perish in flames, nyah ha!

WHITE LINES DO DO DO IT**DEAR 64 MAGAZINE,**

You've probably noticed that on *Goldeneye* if you have all of the built-in cheats (like I do) then there is one space left. This space can be filled with a line

YOU CAN SEND LETTERS THE OLD-FASHIONED WAY TO:

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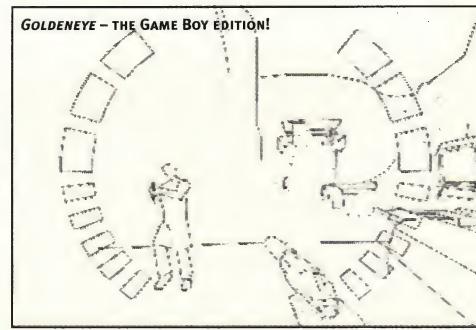
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Letters may be edited for length or other reasons. All letters are read, but we're afraid we can't enter into personal correspondence. So no SAEs, and don't get snotty if we don't reply. That applies to e-mail as well – you know who you are!

mode cheat, although you have to have an Action Replay. Type in 80058597 0001 and line mode will appear in the cheats menu! It's not very good but you can show off to people that you have all 24 cheats!

CHRIS KNOWLES, CHELFORD

We had this in the Action Replay section last ish, but like dunces we didn't realise its importance. Final space mystery solved!

**MEMORY CARD LOSERS**

THOSE WHO ARE WILLING TO WASTE THEIR TIME AND MONEY BY SENDING US ESSENTIALLY RUBBISH LETTERS, WE SALUTE YOU. HERE IN MEMORY CARD LOSERS, YOU CAN GAMBOLE HAPPILY AMONG YOUR OWN KIND.

DEAR 64 MAG [NOT A GOOD START – ED],

I am writing to say that ever since I purchased *Super Mario 64*, I felt the game was easy and boring. I completed it in three days and wondered if YOU, yes YOU, could do something about it.

PHILIP WOOD, POOLE

Well, yeah, we've actually got a special *Super Mario 64: Tough And Interesting Limited Edition* which only went out to games magazines. Maybe you'd like to borrow it.

DEAR 64 MAGAZINE

14%?! Fourteen?! This is the *Mario Kart* 64 I know and love, and not some useless version someone

released for three year olds, isn't it? *Mario Kart* deserves 40% for its multiplayer mode alone, which is better than *DKR*'s, and a one-player mode shouldn't be able to *lower* its score, even if it could be better. For goodness sake, *Clayfighter* only got 1% less, and that's totally pathetic. Even *FIFA* beat *Mario Kart*'s score! *FIFA* 64! Now go and rethink your re-reviewing policy.

Honestly, 14%!

PAUL TAYLOR, WAKEFIELD

Okay, breathe through your nose. Breathe through your nose. Calm down. When we first re-reviewed *Mario Kart*, it scored 14% less than it did originally – in other words, it fell from 94% to 80%. Happier

now? (Note to all other readers: nobody tell him about *Mario Kart* getting re-reviewed this issue.)

DEAR 64 MAGAZINE,

I have three issues of your magazine and I would say that it is a useless crock of poo.

Answer these:

- 1: Why are you so harsh on games, eg you gave *FIFA 64* 25%? I think it's great!
- 2: Why did you say about *Turok* that it was "good, but not great", what the hell do you mean? It's a bloody excellent game!

Hope you get better, then maybe I'll start buying your bog-rag again.

MENTAL MATT, E-MAIL

A better argument that some people shouldn't be allowed the use of "Private, Free Email at <http://www.hotmail.com>" would be hard to find.

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64SIGHT

There's a whole **BUNCH** of **NEW** stuff in the E3 **REPORT** – here's a **TASTER**!

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AN ANCIENT GREEK WORLD IS ONE OF CONKER'S 12 TALES. AWRIGHT, FAT BLOKE?

COMMAND & CONKER

Game Name **TWELVE TALES: CONKER 64**

Publisher: RARE

Release Date: LATE 1998



CONKER'S GETTING MAD, AS SHOWN BY HIS SCOWLING EYES AND THE BARRAGE OF LIGHTNING BOLTS RAINING DOWN AROUND HIM.

JUST WHEN YOU THOUGHT IT was safe to take a bag of nuts into the park... along comes Conker! Rare, the creators of *Goldeneye* and *Diddy Kong Racing*, are taking another step into the big wide world of game publishing with *Twelve Tales: Conker 64*. Read our impressions of how the game plays from the E3 show preview, a few pages from here.

In the meantime, what, as Michael Caine was wont to ask, 's it all abaht?



YES, IT'S TRUE – IT'S A FOUR-PLAYER SQUIRREL DEATHMATCH. THAT NOISE IS BEATRIX POTTER WHIRLING IN HER GRAVE LIKE A DYNAMO.



YOU'D BE RUNNING AROUND WITH YOUR MOUTH OPEN IN TERROR IF YOU WERE BEING CHASED BY A TWO-HEADED DEVIL DOG FROM THE UNDERWORLD, TOO.

Although *Twelve Tales* might look on the surface like another cutesy platformer, the fact that it's from the team that produced *Killer Instinct* should provide an indication that it's not all sweetness and light. The aim here was to create a game that's more akin to a Looney Tunes cartoon than the twee world of *Mario*, a process helped along by the addition of something almost entirely absent from videogames in the past – emotions!

Mr Spock may not like it, but *Twelve Tales* boasts characters who react to the world around them. If things are going well they'll be grinning like the grille of a '58 Buick, but if they're taking a beating they'll get mad, and if they're being chased around by some hideous beast from hell they'll look suitably worried! The main characters – Conker the squirrel (or 'squirl', as he'll no doubt be called in America) and Berri the chipmunk – obviously get the most screen time in which to display their thespian range, but even the bad guys have the chance to emotre from time to time.

Having two main characters means that the gameplay changes depending on whether you pick Conker or Berri. Conker's version of events is an all-out



THE SMALL PURPLE DINOSAUR IS BERRI'S COMRADE IN ARMS; THE BIG PURPLE SOB WITH A HAMMER IS, UH... ANSWERS ON A POSTCARD?

action game, while Berri takes the more strategic approach – she lets her pet monster dish out the knocks, but has to keep it happy to stop it turning on her! If that wasn't enough, there is a two-player co-operative game and even a four-player squirrel deathmatch game. Wonder if it'll have the Taser Boy as a secret weapon?

A release date hasn't yet been set for *Twelve Tales: Conker 64*; Rare is undoubtedly keen to avoid having *Banjo-Kazooie* and *Conker* competing directly with each other, meaning a later release date. But as soon as we get hold of it, we'll go nuts with the full review!

HAND IN GLOVE

Game Name **GLOVER**

Publisher: HASBRO
Release Date: WINTER 1998



REMEMBER SPACEHOPPERS? THOSE INTO THE 70'S CAN GET THEIR KICKS HERE!

GLOVES HAVEN'T HAD THAT MUCH good press in recent years, what with the OJ Simpson trial and all. Luckily for lovers of hand-warming outerwear everywhere, Hasbro Interactive's first N64 game will set the record straight.

Glover stars Glover, who is a glove. He's not the sort of glove to get left in a taxi, though – this little chap is a magic glove, whose task is to help his wizardly master recover from an unfortunate petrification incident by recovering seven magical crystals. Hampering him in this task is the other glove – as everyone knows, left-handers are inherently evil. Sinister, even. The first crystal has turned into a ball, and this gives

Glover an edge – to get it back to where it needs to be, he can roll it, throw it, bounce it, do all manner of stuff with it. While the main objective is just to get the ball to the end of the level (there are 30 in all, spread over six worlds – Atlantis, Carnival, Pirates, Prehistoric, Fear and Out Of This World), the ball can also be used



ROLL THE BALL AROUND ON THE ICY LEVELS AND IT PICKS UP SNOW, BECOMING HARDER TO MOVE!

along the way to trigger switches and solve puzzles.

Although *Glover*'s not out until the end of the year, we managed to try it on for size at the E3 show, check out if it fits in our report this issue!



IN A DISMAL TOMB IN THE FEAR WORLD, GLOVER SITS DOWN TO INDULGE IN SOME DEPRESSION AND SELF-PITY. AWWWW!

Four-Knuckle Shuffle

GLOVER'S GOT PLENTY OF SPECIAL MOVES TO HELP HIM GET THE BALLS THROUGH THE LEVELS. WELL, HE'S A HAND, SO WHAT DO YOU EXPECT?



BALANCE

GLOVER CAN STAND ON THE BALL AND 'WALK' IT TO ITS DESTINATION.



BOUNCE

HE'S NOT AS TALL AS JORDAN, BUT GLOVER HAS A MEAN BOUNCE!



ROLL

GLOVER CAN ROLL THE BALL AROUND THE LEVEL – OR LET GRAVITY DO THE WORK!



THROW

WHEN NECESSARY, GLOVER CAN LOB THE BALL AROUND THE PLACE.



POINT

CAN'T SPOT THE BALL? LET GLOVER POINT IT OUT FOR YOU.



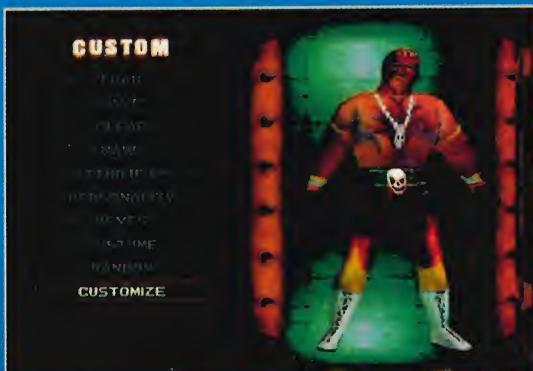
THUMP

IF THE BALL IS TRAPPED, GLOVER CAN SMASH HIS WAY TO IT!



TIME FOR SOME REVENGE AS GLOVER CONTROLS A CANNON IN THIS BONUS GAME.





BUILD YOUR OWN WRESTLER! CUSTOMISED CRUSHERS CAN BE CREATED AND SAVED TO A CONTROLLER PAK.



ONE OF THE SUBGAMES IS THE 'STEEL CAGE' MATCH, WHERE THE WRESTLERS ARE LOCKED IN - YUP - A STEEL CAGE!

18

IT'S WOAARGHH!

Game Name **WWF WARZONE**

Publisher: ACCLAIM

Release Date: JULY

ARSE! WE WERE SUPPOSED TO BE getting hold of a copy of *WWF Warzone* to preview this issue, but because of the E3 show in Atlanta, Acclaim sent all their flash ROM carts to the States before we got hold of it. Bol, and indeed, locks.

So instead, it's back to that old fallback of games journalism - the slightly-rewritten press release disguised as insider information! Let's get ready to paraphrase!

WWF Warzone uses Acclaim's in-house motion capture studio to give the wrestlers in the game the same

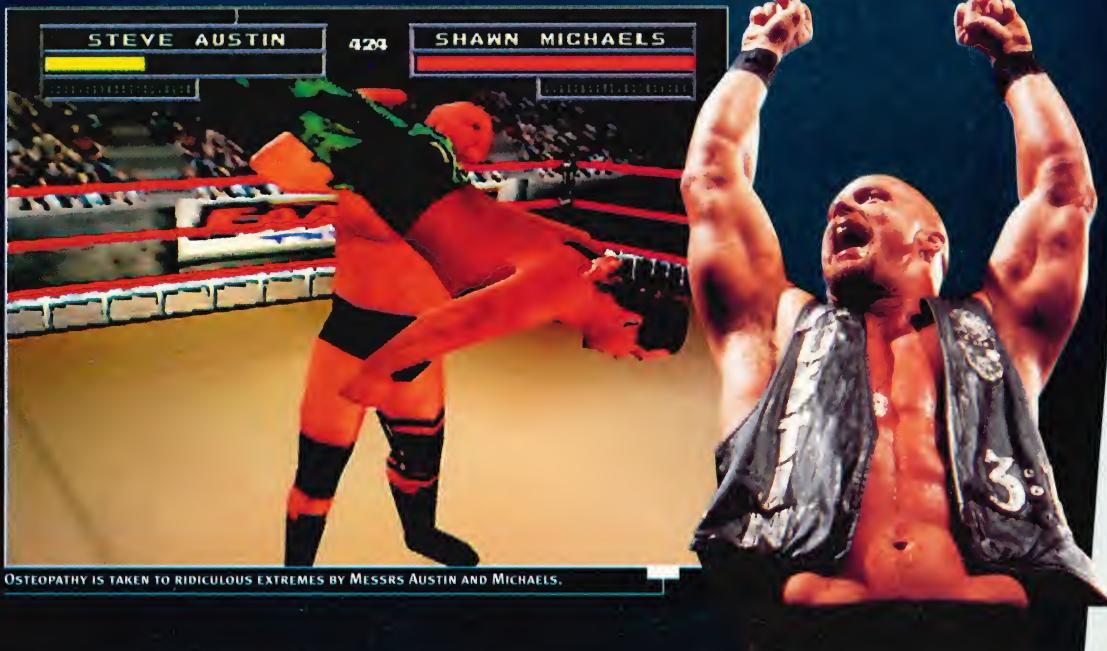
moves as their real-life counterparts, with over 300 different moves and holds in all. All the big WWF stars are in the game, including the Undertaker, the British Bulldog, Brett Hart and Steve Austin (presumably not the one played by Lee Majors, since he would be about 7,000 years old by now), with two hidden fighters for the skilful to find.

As well as the existing kings of the squared circle, players can even create their own custom wrestlers by putting together different body types, faces and costumes like some kind of

fearsome Mr Potato Head. Custom players can get their own distinctive sets of moves, so you can create the perfect fighter in your own home!

As is now traditional in wrestling games, *WWF Warzone* features ringside props that can be used as weapons, with new features that mimic the real WWF - other wrestlers can invade the ring to disrupt matches they're not even a part of! Intruders can be challenged to grudge matches, where all rules go out of the window and anything can happen.

There, that sounded like we know all about a game we haven't had a chance to play yet, didn't it? Everyone does it, y'know. 64 MAGAZINE - ripping the lid from the stinky dustbin of games journalism secrets!



OSTEOPATHY IS TAKEN TO RIDICULOUS EXTREMES BY MESSRS AUSTIN AND MICHAELS.

WOR

Game Name **EARTHWORM**

Publisher: INTERPLAY



WHEN THERE'S DANGER ALL AROUND, A WORM CAN ALWAYS RELY ON HIS TRUSTY HAND CANNON.



JIM HURLES DOWN AN ICE SLIDE, TRYING TO AVOID THE DUCKS EN ROUTE.

FISH S

Game Name **LEGEND OF THE FISH**

Publisher: NATSUME

FISHING, EH? TERRIBLY, TERRIBLY boring 'sport'. Let's face it, unless you're out in the Caribbean in one of those 500 horsepower boats, where



M CAST

JIM 3D

Release Date: WINTER 1998

At the recent *Earthworm Jim* press 'do', a writer for a certain rag made a rather shocking revelation, apropos of nothing, to our guy on the scene about just how they get hold of their N64 games. Tut tut, chaps! Whatever happened to hard work and stuff? But we digress.

Developers Vis, who had the ego-boost of appearing in *The Sunday Times* as a name to look out for over the next decade, are getting closer to finishing off the N64 adventures of



THE RED CARPET IS ROLLED OUT FOR JIM. IT HIDES THE BLOOD, Y'SEE.

the wriggling one. *Earthworm Jim 3D* is looking more and more... well, 'weird' is the word that springs to mind, but 'smart' is right up there as well. We'd like to tell you what's going on in these shots, but frankly it's all too bizarre for us to deal with. At least, not until we've ingested some hard drugs.

Earthworm Jim 3D should offer mental platform action for those who prefer their games surreal rather than cute. Watch out for a full preview in a forthcoming issue!



STUMPY POPCORN-EATING MAN WITH A TELEVISION SET FOR HEAD ATTACKS WORM WITH ROBOT BODY! BEATS 'FREDDIE STARR ATE MY HAMSTER' AS A HEADLINE.



19



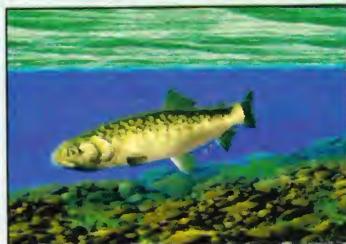
TORY

E RIVER KING 64

Release Date: AUTUMN 1998

you're strapped into a chair at the stern and have to wrestle with a 30-foot rod as thick as Schwarzenegger's wrist in order to reel in a pissed-off 100 pound marlin, your heart rate is going to be right down there with the coma victims of the world.

However, many people don't think this way, and get very upset if you dare to suggest that their 'sport' of choice is as dull as the ditchwater they stare at for hours on end. Fishing is unaccountably popular and it's for this reason that there have always



THAT'S A NICE BIG... TROUT? SALMON? SMALL-MOUTHED BASS? ANYWAY, IT LOOKS REALLY GORGEOUS, AS FAR AS FISH GO.

been all sorts of fishing videogames, any of which are infinitely more interesting than the real thing. Plus, you don't get eaten alive by midges.

Legend Of The River King 64 is a curious hybrid, a combination of fishing game and RPG. Yes, that's right. The RPG element comes from your character's search for the River King, a near-mythical piscine which alone can save your sick sister's life.



Before you can snag this wriggler on your hook, however, you have to explore the river to find the best spots, upgrade your equipment and even battle with rival anglers along the way. Puts the traditional thermos and bag of soggy sandwiches in perspective, doesn't it?

Legend Of The River King promises over 100 different sorts of gilled game for you to catch, all of which are realistically detailed and animated. Choosing the correct type of bait, lure, technique and line is vital if you're



going to get the finned fools to chow down on a piece of sharp metal, and even when you catch them, you've still got to reel them in. *River King* should be one of the few N64 games where the Rumble Pak will actually help gameplay – you'll be able to feel the exact moment when the fish starts getting tired, and then haul him up!

As yet, there isn't a UK release date set for this unusual game, but Japanese and American versions should appear later in the year. We'll be waiting with 'baited' (oh-ho) breath...



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THE MAN FR ATLAN

HOT from the Deep **SOUTH**, y'all, we've **PLAYED** all the amazing **NEW** Nintendo 64 **GAMES!**



WHEN THE BULK of America's software

developers, publishers and media are based on the east and west coasts, what better place to hold the annual E3 (Electronics Entertainment Expo) show than, uh... Atlanta, Georgia?

Hot, humid and miles from anywhere, Atlanta is accessible only after a lengthy flight with the kind of thrombo-inducing seats that, even in a fully-reclined state, leave you about as laid back as Lloyd-George. Once you get there, you have a choice of two climates – Saigon in summer, or the Indian monsoon. After the show, everyone was very relieved that the next E3 will be held in Los Angeles. At least you can go on the Universal Studios tour afterwards. Or buy cheap crack and score with hookers, if that's your preference.

But what about the games? E3 1998 saw a massive upswing in the quality of N64 titles, although this was matched by an increase in the amount of time it will take before you can buy them. An awful lot of games on show this year won't be appearing



ELECTRONIC ENTERTAINMENT EXPO



until 1999. The upside is that longer development times mean less chance of games being crap – there were only two titles (*Knife Edge* and *Cruis' n World*) that actually seemed terrible from the get-go. There was still a raft of fairly average stuff floating around, but most of these games have plenty of time to improve before they go on sale.

Anyway, without further blathering, here's the part you want to read – the reports on all the games!

The 64 MAGAZINE DROOLOMETER

YES, AS THE MAG GETS OLDER, THE IDEAS GET SILLIER. WE'RE RATING THE E3 GAMES ACCORDING TO JUST HOW MUCH THEY MAKE OUR MOUTHS WATER!



HOT STUFF AWARD

HOT STUFF

WE'VE CHOSEN A SELECT FEW GAMES FROM E3 TO RECEIVE OUR HOT STUFF AWARD. THESE ARE THE GAMES THAT WE THINK ARE GOING TO BLOW PEOPLE AWAY!

TWELVE TALES: CONKER 64

By: RARE

It's Like: SQUIRREL NUTKIN WITH 'ATTITOOD'

Out: TBA

Tweeness alert! Even though

Conker is a huge game with a hell of a lot of content (not least of which are its dual play modes, either action or strategy depending on which character you choose), it may be very much on the excessively sweet side for those whose idea of Nintendo heaven is putting a golden bullet between Oddjob's eyes.

However, since Nintendo maintain that their core audience is on the young side, not every N64 game can feature jolly mass murder...

Despite the youth-oriented style of the game, *Conker* has a lot to offer. Rather than just launch into the game, Conker has to learn his moves as he progresses, courtesy of a spoof kung-fu sensai in the form of a scarecrow. Berri's side of the game, on the other



hand, requires her to get a little purple dinosaur to do her dirty work.

The game does seem highly Americanised, a surprise from the very British Rare – conversations are peppered with lots of colonial-style comments. If you can get past this, and the infuriatingly happy music, it's a very slick game that should present a lot of challenge. As yet, Rare haven't set a release date, and won't even commit to a 1998 launch.



JET FORCE GEMINI

By: NINTENDO/RARE

It's Like: MEGAMAN MEETS

MARIO. WITH HUGE EXPLOSIONS

Out: 1999

Like Rare's *Perfect Dark* this was a video-only title, with about five seconds footage on the video wall, so we can't really say a lot about it. We do know that it has a two-player cooperative mode (without a split screen, interestingly) and a four-player deathmatch; that the three characters (Juno, Vela and Lupus the dog) that players can switch between have different abilities; and that it has some spectacular explosions. Beyond that, we'll just have to wait and see...



OM TA

SHADOWMAN

By: ACCLAIM/IGUANA UK
It's Like: *TOMB RAIDER* MEETS
HIERONYMOUS BOSCHE
Out: Late 1998

Iguana UK's follow-up to *Forsaken* is *Shadowman*, a 3-D adventure that takes you into the very depths of Hell itself – the Northern Line! Yes, it's true – London's vilest Tube line features prominently in this tale of a man who can cross into the world of the dead via his deceased kid brother's teddy bear. We're not kidding.

If you're worried that this teddy bear business is going to lead to anything remotely cute, don't – *Shadowman* is like a George Romero film drawn by Simon Bisley. A collection of dead serial killers have turned part of Deadside (home of the dead, obv) into a twisted asylum from Hell, and from there are planning to return to the world of the living to continue their old habits with even more gusto than before. As Michael LeRoi, the brother-bereaved hero, you have to stop them. Violently.

With games like *Shadowman*, *Body Harvest* and *Perfect Dark* on the way, those with a terminal aversion to cuddly cartoon animals needn't worry that the N64 has nothing for them! We'll have a behind-the-scenes report on *Shadowman* in a future issue.



THE LEGEND OF ZELDA 64: THE OCARINA OF TIME

By: NINTENDO

It's Like: NOTHING YOU'VE EVER SEEN BEFORE

Out: WINTER 1998

Step by step, Link's first N64 adventure gets closer, and not before time. The E3 version of the game still wasn't complete – all it offered was a series of set pieces showcasing the towns, the dungeons and four bosses – but even this was enough to show that *Zelda 64* is going to be something truly spectacular.

Apart from the addition of English text and some oddly *Resident Evil*-style sections, where Link roams through towns represented by still pictures rather than 3-D landscapes, there wasn't actually much in the demo in terms of gameplay that wasn't at Space World last November. Presumably Nintendo are deliberately holding

back many elements in order that gamers don't see all the best stuff before the game even comes out!

As far as its presentation goes, *Zelda 64* is flawless. Visually, the only

games at the show that could compete were a couple of titles running on really high-end accelerated PCs (none of which had anywhere near the

gameplay), and as for the sound... put it this way, the shrieks of Valvagia, a fire-breathing dragon boss, are the stuff of nightmares!

Because the E3 version of *Zelda 64* only offered a few select glimpses, it's still impossible to say just how big the final game will be. However, with the largest cartridge in history and several years of work invested in it, it's safe to assume that *Zelda 64* is going to be something really special. And now the really good news – we've been assured that the UK release will be in time for Christmas!

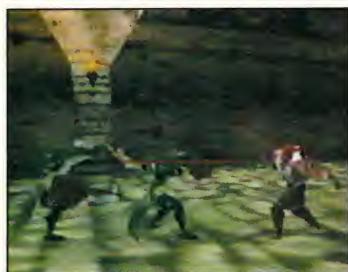
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64 magazine Volume 15 1998

CASTLEVANIA

By: KONAMI
It's Like: *TOMB RAIDER* WITH VAMPIRES
Out: LATE 1998

Only on show on video, unfortunately, but what there was looked mighty impressive. There are four different characters to choose from, and it seemed as though they were selectable at any time. We saw Belmont cracking his whip as though his life depended on it (which it probably did!), running, jumping and climbing around Dracula's castle while fending off such fiends as a motorbiking skeleton and a huge dragon-like beast whose skin sloughed off in appropriately gross fashion after Belmont topped it. Looking good!



HYBRID HEAVEN

By: KONAMI
It's Like: *TOMB RAIDER* WITH MUTANTS
Out: LATE 1998

God damn it, another video-only entry from Konami – unless they had it behind closed doors for the smug and corpulent business elite. From what we could see, it's already looking good, a potential rival for its awesome PlayStation sister title, *Metal Gear Solid*. Damn Sony for insisting that *Hybrid Heaven* not be shown alongside *MGS*!



SURVIVOR: DAY 1

By: KONAMI
It's Like: *MDK* MEETS THE Book of GENESIS
Out: 1999



Appearing as a 20% complete version, *Survivor: Day 1* was Konami's newest title for E3. The storyline puts the player in the role of Adam, a genetically engineered lifeform aboard a huge colonisation starship. Unfortunately, the ship has crashed into an uninhabited planet's ocean and is sinking – Adam not only has to locate his mate (called, surprise, Eve) and find a way to escape before the starship goes under, but also fight off the numerous other lifeforms on the ship who have the same plan!

Since there were only a couple of playable levels, all rather sparsely detailed, it's too early to say much about how *Survivor* will finally play. However, if Konami's American arm (for 'tis from them) can match the standards of their Japanese counterparts, it could be one to watch.



QUEST 64/HOLY MAGIC CENTURY

By: THQ (US)/KONAMI (UK)
It's Like: *MARIO* MEETS *FANTASY*
Out: JUNE

Now approaching release, *Quest/HMC* now has English text (which helps a lot!), an improved combat system and



proper objectives to fulfil. Taking a more traditional approach to RPGs than the action-oriented *Zelda*, *Quest* combines the free-roaming approach of *Mario* with a part-action, part-turn based battle mode. The landscape is vast and varied, and the dozens of people you encounter all have their own distinctive character.

One annoyance is the game's reliance on random monster attacks, which was an irritant in the preview version a few issues back and has stayed in the game. You can hardly take five paces before another gang of bizarre creatures (werewolves, anyone?) jumps you. This rather takes you out of the quest, since there's no way to avoid being attacked.

As the N64's first proper RPG, *Quest 64/Holy Magic Century* is guaranteed to get a lot of attention, and fortunately it looks like it deserves it. We'll bring you the full review next issue!



HOT STUFF

F-ZERO X

By: NINTENDO
It's Like: *EXTREME G* ON SUPER-SMOOTH SILK SHEETS
Out: SEPTEMBER

Another Nintendo title that doesn't look that much different to its Space World showing, apart from the addition of glossy Gourard shading to the vehicles and some minor upgrades to the backgrounds. This is not a bad thing. The Space World *F-Zero X* was ultra-fast and ultra-smooth, and so was the all but complete E3 game!

There are five different cups of increasing challenge to race in – Jack, Queen, King, Joker and X – and each cup has, by our count, at least five tracks. While there isn't that much detail on the tracks themselves, it doesn't really matter. *F-Zero X* is all about speed, speed, speed, and with its incredibly smooth 60fps frame rate, you're in

full control every single moment.

Even the four-player mode keeps up the speed, providing a really competitive racer that brings out the worst in everyone as they try to barge other players into the side of the track and hack down their energy gauge. With 30 different sleds to choose from, all with different speed and handling characteristics, you can pick out exactly which one is right for you.

Can *Wipeout 64* and *Extreme G 2* compete against Nintendo at its best? It's going to be tough!



SPACE STATION: SILICON VALLEY

By: TAKE 2/DMA
It's Like: *PARADROID* IN *MARIO LAND*
Out: OCTOBER

Silicon Valley has one of the more off-beat ideas for an N64 game; you play a silicon chip ('right) aboard a vast space station filled with robotic life forms. The station is malfunctioning, and the only way to set things to rights is to take control of the robots and use their individual special abilities to fix things section by section.



The first level, for example, sees your chip taking over a robot sheepdog, which has to round up a flock of robot sheep before finding a wheeled robot mouse needed for the next level. Later levels have ever more devious puzzles, requiring you to switch between several different robots to accomplish all the tasks.

The early stages that we played at E3 were fun, but as with all arcade puzzlers, fun can turn to frustration if the puzzles get too clever for their own good. Once we get the completed game we'll be able to judge for sure, but *Silicon Valley* looked promising so far.



QUAKE 2

By: ACTIVISION
It's Like: *QUAKE* WITH ADDED GIBS
Out: WINTER 1998

You all know about *Quake* by now (if you don't, where've you been living? Mars?), so there's no point telling you what *Quake II* is about. Even though it's only been in development for two months, *Quake II* is already playable, and not looking bad at all! The game's producer told 64 MAGAZINE that there *will* be a four-player deathmatch game in *Quake II* (the lack of which was a big disappointment in *Quake 64*), with seven deathmatch arenas as well as 24 one-player levels.



MISSION: IMPOSSIBLE

By: OCEAN
It's Like: *GOLDENEYE* MINUS THE SHOOTING
Out: JULY

So we finally got to play *Mission: Impossible*. We were, sad to say, a little disappointed by what we saw. The idea of having to remain incognito to complete the levels is a good one,

but when you're discovered – as you inevitably are – the combat you have to fall back upon is pretty lightweight. The mission objectives themselves are rather straightforward, for the most part requiring you to do nothing more complex than go to point A, pick up object B and take it to point C to progress. It's like fulfilling the mission objective parts of *Goldeneye* without any of the manic action. Still, things like the face changing and the sniper mode, which is handled in a completely different way to any other game, are fun, and of course there is *that* theme music...



GT 64

By: OCEAN/INFOGRAMES
It's Like: *MRC* WITH PROPER CARS
Out: Now

Another average-at-best game from Japanese coders Genki – Ocean and Imagineer are going to have to get them to pull their socks up sharpish. While it's undeniably better than *MRC*, Ocean's previous racer, it's still a long way behind games like PlayStation *Gran Turismo*, or even the ageing *Ridge Racer*. The graphics are nice and solid, but the tracks are decidedly bland and the controls didn't give any feeling of driving a real car. The emphasis is on 'drifting', the Japanese pastime of driving in a continual powerslide, but the game just isn't responsive enough to pull it off. Pity – the N64 is still short of a really awesome realistic racer.



BANJO-KAZOOIE

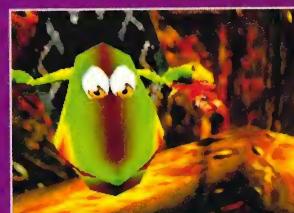
By: NINTENDO/RARE
It's Like: *GROTBAGS MEETS MARIO*
Out: JULY

Evil witchery is afoot! Green-skinned old hag Gruntilda is fed up with looking like Bruce Forsyth's twin sister, and plans to beautify herself by stealing the good looks of other people. First on her hitlist is Tooty, sister of the musically-named Banjo, so big bro and his avian companion Kazooie set out in rescue



Banjo-Kazooie is a massive game – it's about twice the size of *Mario 64*! There's also a lot more detail in the landscapes and inhabitants. This, after all, is the game that prompted Shigeru Miyamoto to remark that he saw Rare as his rivals. Banjo and Kazooie are a multi-talented twosome, with over 20 different special moves between them, ranging from Banjo's enemy-crushing forward roll to Kazooie's egg-firing antics.

We'll have the full review of *Banjo-Kazooie* next issue, giving us plenty of time to play it and uncover its secrets (no rush-job tosh for us!). Based on what we saw at E3, a high score is assured...



F1 WORLD GRAND PRIX

By: VIDEO SYSTEM/PARADIGM
It's Like: *SCHUMACHER DOES PILOTWINGS*
Out: LATE 1998

Visually, *F1 World GP* looked great, but we weren't allowed to take any pictures of it because the licencing

deal hadn't been finalised. Oh well. But whaddya know, we just happened to wander past the stand with a camcorder on!

The best test of any F1 game is to see how well it handles Monaco, and *F1WGP* did it very well, keeping up a decent turn of speed even with most of the drivers visible at once. The occasional bit of glitching was





Feature

apparent on the scenery, but the game is still some way from completion.

Because the game is based on the 1997 season, it has a very neat option – you can put yourself in certain 'what if?' scenarios at points from the real races and see if you can deal with them as well as the actual drivers!



RAT ATTACK

By: MINDSCAPE

It's Like: ROBOTRON MEETS QIX
Out: NOVEMBER

'Simple yet addictive' is the kind of phrase developers like to hear about their games, and it's certainly true of Pure's *Rat Attack*. The concept is straightforward – rats are streaming into each of 100 rooms, trying to

destroy everything they find. As a cat, you have to catch them, first by holding a button to extend a rectangular capture area behind you, then dropping off captured rats at a specific point.

The multiplayer game encourages evil behaviour, as you can use hazards and power-ups to kill the other players and mutate their rats. Could *Rat Attack* be the N64's *Super Bomberman*?



MORTAL KOMBAT 4

By: MIDWAY

It's Like: MORTAL KOMBAT. IN 3-D
Out: JUNE

What can we say? *MK4* is *Mortal Kombat*, with all the familiar good and bad points that entails. The 3-D aspect of this new incarnation is only used sparingly, most of the time the combat being viewed from a side-on angle – it only really comes into effect during fatalities.

Compared to *Bio Freaks*, *MK4* seemed a bit old-fashioned, not really taking advantage of its newly-acquired dimension. We'll have a full review next issue.



PERFECT DARK

By: NINTENDO/RARE

It's Like: GOLDENEYE IN AREA 51
Out: 1999

The latest game from the Goldeneye team, *Perfect Dark* had its own mini-cinema on the Nintendo stand, in which video and photography of the new game were strictly verboten. Good job there were clips of it being shown on the video wall outside, huh?

After a very cool intro (the familiar N-cube logo is morphed into a sinister steel version), *Perfect Dark* is *Goldeneye* taken to the next level. Although it was only on video, the speed and smoothness of *Perfect Dark* are already a step beyond James Bond's runaround.

Details of the plot are sketchy, but the heroine is Joanna Dark, a 2033AD secret agent on a mission to uncover the truth about aliens on Earth. The Greys, those big-headed, black-eyed little devils familiar from many an episode of *The X-Files*, are

heavily involved – some are hostile (Joanna popped a cap between the bulbous eyes of one gun-waving example), while others are less



ambulatory. Part of one level saw Joanna pushing an antigrav gurney, complete with alien corpse, around a high-tech building while dodging enemy fire.

Levels include a Chicago skyscraper, a desert temple, an alien spacecraft and a 'trillionaire's sunlit coastal retreat house in Eureka, California', to quote the press release. Like *Goldeneye*, *Perfect Dark* features vehicles, but Joanna's ride on a hoverbike looks a lot more spectacular than Bond's tank chase!

Other cool stuff includes Joanna holding her guns in inaccurate but cool-looking sideways style, glossy metal highlights everywhere, not a trace of fogging and some very Hollywood cinematic



pullbacks of vast alien chambers. There will of course be a deathmatch, where you can even play as one of the Greys!

Even though we've got a long wait for it, *Perfect Dark* looks like it will be, as one of the Paragon Posse put it, "the bollocks". We can't wait!



identical to the PlayStation version, but visual flair was never the key here – *Micro Machines* emphasises playability, and with four people skidding their little cars around the toast you certainly get that!



RUSH 2: EXTREME RACING

By: MIDWAY

It's Like: SAN FRANCISCO RUSH

WITHOUT CRAP STEERING

Out: LATE 1998

The follow-up to *San Francisco Rush*, *Rush 2* looks a bit better than the original (not hard), but since it's now possible to turn corners without pulling a handbrake turn it plays a lot better. The 40% complete version at



E3 only seemed to have one playable track, the loop-filled Alcatraz seen as the secret level in the first game, so it's hard to judge what the rest of the game looks like.



Milo's Astro Lanes

By: CRAVE
It's Like: TEN-PIN BOWLING ON ACID

Out: NOVEMBER

A very strange game, this. It's like a bowling game, only the lanes twist, turn and loop all over the place! We didn't get much time to play this, unfortunately, but the few of the stages we saw seemed quite imaginative. More soon.



Gex: Enter The Gecko

By: CRYSTAL DYNAMICS
It's Like: MARIO MEETS AIRPLANE!

Out: OCTOBER



A brief, very un-PC aside – the Crystal Dynamics suite had the most stunning babes at the show. Hubba hubba! And they brought us beer too. Now, normal service will be resumed.

Gex goes for a sarcastic approach instead of the usual N64 twee cuteness, taking the piss out of films and TV shows like *Star Wars*, *NYPD Blue* and the Looney Tunes cartoons. The N64 gets a bonus *Titanic* level as well, though sadly without a nekkid Kate Winslett. The overall theme aside, it's platform business as usual, though Gex's adhesive tongue (which snaps out automatically to grab nearby platforms if the leapin' lizard falls short) does make play a lot less frustrating than many other games. The humour adds a lot (one horror-themed level features 'Frankensteinfeld'), and the UK version will get *Carry On* alumni Leslie

Philips's droll voiceover for Gex, but games that try to be funny have a tough task if they want to avoid repetition – remember *Clayfighter*?



SUPERMAN

By: TITUS
It's Like: TOMB RAIDER IN A CAPE

Out: OCTOBER

Despite it being 80% complete, Superman didn't look that hot on first glance, with barren levels and some very roopy animation on the enemies. But on the other hand, you get to 'be' Superman! With heat vision! Freeze breath! And x-ray eyes!

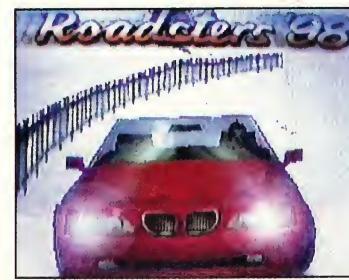
There's also a very strange battle mode, where Superman and various villains fight against each other – not hand to hand, but in little spaceships. It's similar to *Starfox*'s four-player game, only not as good.



ROADSTERS '98

By: TITUS
It's Like: LAMBORGHINI GOES GRAN TURISMO
Out: LATE 1998

At an early stage of development on Titus's stand was *Roadsters '98*, an upgraded version of the *Automobili Lamborghini* game engine featuring cars like the BMW Z3 and a lawsuit-avoiding knockoff of the Renault Spyder, amongst ten others. The controls were a lot more realistic than Lamborghini's rather kart-like



STAR WARS: ROGUE SQUADRON

By: LUCASARTS
It's Like: THE BEST BITS OF SHADOWS
Out: 1999

Star Wars fans who felt let down by *Shadows Of The Empire* can smile again, because *Rogue Squadron* is nothing but air- and spaceborne action. Choosing from a range of rebel vehicles (X-Wing, Y-Wing, A-Wing, snowspeeder and a new craft, the V-Wing), you play a member of the elite Rogue Squadron and take on the Empire head to head. Only a few levels of the game were



playable at E3; one was Tatooine's Beggar's Canyon, complete with Jawa sandcrawler and a Sarlacc pit, and among the others were the forested Jade Moon, which was infested with AT-ATs.

Since the E3 version was only about 40% complete the controls weren't as smooth as they could be, but even so it was fun to blast probe droids and TIE Bombers out of the sky. The only disappointment was the heavy fogging on the ground, but to compensate there was a lot of ground detail. You can see every bolt on the Tatooine vaporators as you fly overhead!



approach, allowing the cars to make some nifty powerslides around the corners. Since it was only 40% complete, however, there's still some way to go.



VIRTUAL CHESS 64

By: TITUS
It's Like: CHESS. DUH!
Out: Now

Potential Kasparovs can pit their wits against this mini Deep Blue. As well as two ordinary 2-D sets of pieces, there's also a 3-D option, where animated chess pieces lay seven bells out of each other every time a piece is taken. Not having any grand masters on the staff, we couldn't test how good *Virtual Chess 64* is at its best, but luckily it also has a 'virtual stupidity' feature, where the N64 will start making mistakes if it realises it's playing against someone crap.

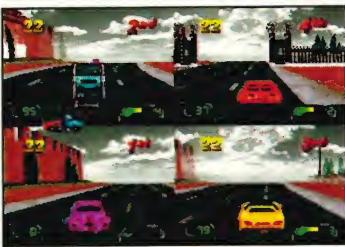




CRUIS'N WORLD

By: NINTENDO, SADLY
It's Like: A STEAMING TURD
Out: OCTOBER

A programmer 64 MAGAZINE spoke to described the basic idea behind games like *Cruis'n World*; "they're designed so you can play them when you're drunk." You'd have to be drunk to *buy* this! It's just as awful as the first game, with lousy controls, near-zero realism and terrible scenic pop-up – okay, 'fade-in'. Abysmal.

**NOWT!**

NFL BLITZ

By: MIDWAY
It's Like: AMERICAN FOOTBALL
MEETS WRESTLING
Out: SEPTEMBER

Does the world really need another American football game? Midway seem to think so, but thankfully *Blitz* offers a new twist – extreme violence!

All the usual plays of the sport are featured in *Blitz*, but the game's USP appears when the ball gets thrown. The players in *Blitz* are total nutters who punch, stomp, kick, gouge and generally pigpile their opponents deep into the astroturf!



Even the commentators don't take things seriously, coming out with comments like "Holy (bleep), did you see that?" when the unfortunate quarterback gets kicked in the groin. *Blitz* makes a welcome change from the usual deadly serious Yank pigskin sims, and since it seemed to play on a par with the other, less-violent, games around, it could be worth looking out for.



OFF-ROAD CHALLENGE

By: MIDWAY
It's Like: CRUIS'N USA FOR
REDNECKS
Out: JULY

An arcade conversion, based on a game that wasn't that brilliant to begin with. While the idea of racing huge pickups and dune buggies across rough terrain seems fun, it's a fairly



lacklustre experience. Weirdly enough, considering the title, you can't actually take your vehicle off the road!



KNIFE EDGE

By: KEMCO
It's Like: LOADS OF TOSH CD-SPOOLED SHOOTERS
Out: OCTOBER

Oh dear. Originally called *Blade And Barrel* and planned as a free-roaming helicopter/tank shoot-'em-up, *Knife Edge* has mutated into a polygon version of those ancient on-rails laserdisc arcade games like *Buck Rogers* and *Firefox*, where the aim is simply to move a cursor over enemies on a pre-set attack pattern and press the trigger. Pants, basically. Maybe things improve later on, but we didn't see any evidence of it. There was a rumour that it would be light gun compatible, but since there isn't an N64 light gun...



TUROK 2: SEEDS OF EVIL

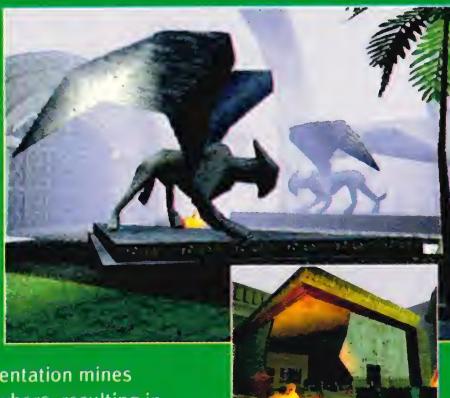
By: ACCLAIM
It's Like: TUROK WITH BIG KNOBS ON
Out: NOVEMBER 1998

We've got one word for you concerning *Turok 2*; fan-bleedin'-tastic! Of course, there's a bunch of other words as well, or this would be a really short feature.

Turok 2 is, even in its current unfinished state, ultra-fast, ultra-detailed and ultra-violent! The blood spurts of the first game now look as OTT as *Play School* in comparison, with gallons of the red stuff – now with light glinting off it as it spurts from sucking chest wounds – pouring forth from ventilated enemies.

The causes of such carnage are easy enough to spot; *T2* boasts 50% more weapons than the first game,

starting with basics like the Tek Bow and moving up to smart pieces of kit like the Magnum (which blows heads "clean off" in true Dirty Harry fashion), the PFM (which dumps proximity



fragmentation mines everywhere, resulting in much amusing 'oh-no-where-are-my-legs?' tomfoolery) and even the weapon all self-respecting psychos everywhere have been waiting for, a flamethrower!

It's a pity that Acclaim wouldn't let us take any photos of the game in action and instead fobbed us off with the astonishingly dull press shots here. No enemies, no megaweapons... chah!

One interesting rumour did come to light about *Turok 2*'s amazing graphics, however, and one that Acclaim kept very quiet about; the demo version was,

according to one source, running with a 4Mb RAM expansion (see last issue) in the N64. If this was true, the final game might not be quite as sparkling on the graphics front. On the other hand, when there's this much carnage on offer, who cares?



SHADOWGATE 64

By: KEMCO
It's Like: DUNGEON MASTER IN
OVER 16 COLOURS
Out: 1999

Only a video of this game was on show, offering a few brief scenes of towns and dungeons moving jerkily around in 90° steps. There is still a lot of work to do, however, so we'll reserve judgement.



TOP GEAR OVERDRIVE

By: KEMCO
It's Like: SANFRAN RUSH WITH GLOSSY HIGHLIGHTS

Out: LATE 1998

Like Kemco's other titles, *Top Gear Overdrive* was showing on video only. From what was on offer it looked similar to *San Francisco Rush*, with the addition of a four-player mode and collectible power-ups scattered along the road.



You can read more about *Buck Bumble* elsewhere in this issue, but we liked what we saw at the show. Our hearts went out to the unfortunate redhead who had to walk around the massive west hall with about 50 pounds of foam rubber *Buck Bumble* costume on her back!



TONIC TROUBLE

By: UBI SOFT
It's Like: MARIO ON ACID, WITHOUT LIMBS

Out: NOVEMBER

Gallic strangeness from the creator of *Rayman* (an N64 version of which is promised, but wasn't at the show – the PC accelerated version looked stunning, however). While the psychedelic platformer looked great, in play it was a bit jerky and slow. It's still in development, though – we will have a work in progress report in an upcoming issue.



WCW/NWO REVENGE

By: THQ
It's Like: WRESTLING, ONLY MORE SO

Out: WINTER 1998

THQ follow up the million-selling *WCW Vs NWO World Tour* with *Revenge*, which features 100 wrestlers from just about any wrestling league you can think of! New additions include a 40-man Royal Rumble mode, where a procession of wrestlers leap into the ring one after the other, and a bizarre anime-style ref who pops up in the corner of the screen and harangues the wrestlers for rules infractions.



MAJOR LEAGUE BASEBALL

By: NINTENDO
It's Like: BASEBALL, INNIT?

Out: Now

There was a rush of baseball titles at E3, presumably because the season was about to start. Nintendo's *MLB Featuring Ken Griffey Jr* was actually planned for last year, but because of development hold-ups it was held back until now.

Not being baseball experts, we couldn't appreciate any of the nuances of the game, but it seemed to play just fine. However, all the baseball games we've seen are much of a muchness – we suspect that Acclaim's *All-Star Baseball* will win out because of its impressive visuals.



BUCK BUMBLE

By: UBI SOFT/ARGONAUT
It's Like: ALL-RANGE MODE IN LYLAT WARS. WITH A BEE

Out: SEPTEMBER



MIKE PIAZZA'S STRIKE ZONE

By: GT INTERACTIVE
It's Like: BASEBALL AGAIN, INNIT?

Out: JULY

One of many (too many) baseball games waiting to crowd onto the N64 at the moment. As far as we could tell, *Strike Zone* played much like any other baseball title, but without *All-Star Baseball*'s hi-res graphics or the Nintendo name attached to *Major League Baseball*, it's probably going to finish an also-ran.



WAIALAE COUNTRY CLUB

By: NINTENDO/T&E SOFT
It's Like: GOLF

Out: JULY

The only golf game on the N64 so far has been the abysmal *St Andrews*, so this is a definite improvement. It does look uncannily like T&E's *Augusta Masters*, however, so much so that you could easily think it was *the very same game*. Surely not! It's certainly better than *St Andrews*, although there didn't seem to be anything stunning about it.



NASCAR

By: EA SPORTS
It's Like: DAYS OF THUNDER (ULP)

Out: AUTUMN 1998

EA had half a car on their stand with a couple of monitors stuck on the bonnet, playing an early demo of *NASCAR*. It was set up to play using a steering wheel rather than a controller, so ironically the car didn't drive that well. It played fairly smoothly, and even at this early stage there was the promise of some excellent crashes – if you want, you can spin the car around and drive

head-on into the rest of the pack, sending cars and debris everywhere!

The only problem is that it's NASCAR, which is really kinda dull compared to Formula 1 (not that F1 itself is that thrilling right now). Who wants to drive round and round ovals? Those crazy Americans, eh?



GLOVER

By: HASBRO
It's Like: MARIO WITH BALLS

Out: WINTER 1998

Despite its decidedly sugary look, *Glover* turned out to be quite a challenge. Although it looks like a platformer, it's really more of a puzzle game, where you have to guide a ball through each level without bursting it. You can bounce, flick or throw the ball around the 20 worlds, using it along the way to solve puzzles and attack enemies.



FIGHTING FORCE 64

By: EIDOS/CORE DESIGN
It's Like: DOUBLE DRAGON IN 3-D

Out: WINTER 1998

The first game from *Tomb Raider* creators Core, *Fighting Force 64* is a straight port of the PlayStation game (89% rated by *Play* magazine). For the uninformed, *Fighting Force* is a 3-D





Feature

version of old side-scrolling fighters like *Streets Of Rage*, where the heroes make their way through a series of levels, thumping all who cross their path. We'll be visiting Core to see how things are progressing sometime soon.



WIPEOUT 64

By: PSYGNOSIS

It's Like: *AERO GAUGE*, ONLY GOOD

Out: OCTOBER

Only one track, a test track at that, was playable in the E3 version of *Wipeout* – the 30% complete game was also lacking special effects like

engine flames and weapons fire. Even so, the speed for which *Wipeout* is famous was there, along with the newly added four-player mode.

This being a test version, there was a bit of pop-up, but that will almost certainly disappear. Play-wise, there's nothing to worry about, the game already having very intuitive controls and a nice sense of its anti-gravity vehicles floating on air.

The final *Wipeout 64* will feature music from the likes of Fluke, the Propellerheads and the Chemical Brothers, as well as six new racetracks for the N64 version. *F-Zero X* had better watch out!

bunch of balls with faces compete to be the first to reach the summit of a set of hassle-filled platforms. Each ball has an extendible grappling arm that can either haul them up to the platform above, or grab objects (power-ups, enemies or even other players) and smack them about a bit.

It's a lot of fun, especially in multiplayer mode where appalling unsportsmanship is the key to success. Dumping bombs on sections of track where other players have to pass is especially amusing, and guaranteed to bring about violence in that special *Mario Kart* way. Review next issue.



BODY HARVEST

By: GREMLIN/DMA

It's Like: *MIDWINTER 2* MEETS *STARSHIP TROOPERS*

Out: SUMMER 1998

Finally approaching completion, *Body Harvest* looks pretty damn good. Earth's population has been 'harvested' by time-travelling giant alien bugs, and one of the last survivors has been sent back to prevent a bug victory by altering history in humanity's favour.

Each of the five time zones is a huge 3-D landscape, liberally dotted with people (who either fulfil the RPG elements by assisting the hero, or are potential alien fodder – if too many people are eaten in the past, the bugs win in the future) and vehicles, over 60 in all, ranging from Model T Fords to Harriers.

As you make your way from objective to objective, the bugs try to stop you by teleporting in and attempting to bite you in half. The bugs can mutate themselves as the game progresses, so the relatively ineffectual giant beetles who harass you at first are quickly joined by variants who can spit flames or



blast bullets from biomechanical machine guns. It's really quite cathartic when your firepower makes the bugs explode in great gouts of green goo.

Body Harvest should satisfy N64 gamers who want to play something with a bit more edge than usual. Look out for more on it soon here in 64 MAGAZINE!



IGGY'S RECKIN' BALLS

By: ACCLAIM

It's Like: *THING ON A SPRING* WITH *MADBALLS*

Out: JULY

We should have had *Iggy's Reckin' Balls* in by now, but because of E3 all Acclaim's carts went out to Atlanta instead. Feck! Still, at least we got to see it there. It's hard to describe, being a kind of racing game where a



TWISTED EDGE SNOWBOARDING

By: KEMCO/Boss

It's Like: *1080°* SNOWBOARDING IN THE RUSH HOUR

Out: SEPTEMBER

With tracks named, as the programmers told 64 MAGAZINE, to suggest porn stars (Easy Slider, anybody?), *Twisted Edge* is a far less





serious affair than Nintendo's snowboarding game. Unlike *1080°*, *Twisted Edge*'s slopes will be more busy, players racing against a whole field of rival snowboarders instead of just one. Another difference is that stunts play a much greater role – performing them during a race actually gives you a speed boost!

Unfortunately, there wasn't a playable version on show, just a video on the Kemco stand. Well, feck. However, what we could see of it looked good, and it might turn out to be better than *1080°* when it's finished if everything that Boss promised gets in there!



NBA Live '99

By: EA SPORTS
It's Like: *NBA Courtside* WITH SHARPER GRAPHICS
Out: LATE 1998

The future for sports games appears to be high resolution; EA Sports certainly believe so. All of their upcoming N64 titles run in super-crisp sharpvision.

The first we saw was *NBA Live '99*, which is a proper five-on-five basketball game featuring all the players from the NBA. Although only 50% complete, it



maintained a solid 30fps frame rate and realistic speeds, though the animation was still a bit jerky.



JOHN MADDEN NFL '99

By: EA SPORTS
It's Like: *MADDEN 64* WITH SHARPER GRAPHICS
Out: LATE 1998

John Madden is getting increasingly lardy – there was a scary giant poster of him on the EA stand where he looked like William Shatner's evil older brother. The *Madden* games have long been an American football mainstay, but were recently outsold by the upstart *NFL Quarterback Club*. *Madden '99* tries to compete with Acclaim head-on by using similar hi-res graphics coupled with the same gameplay, which hardcore Yankball players maintained was superior to *Quarterback Club*'s. It doesn't have the comedy violence of *NFL Blitz*, though!



NHL '99

By: EA SPORTS
It's Like: HOCKEY WITH YADDA
YADDA
Out: NOVEMBER

The last of EA's three letter acronymic triptych is *NHL '99*, a hi-res entry into the already crowded N64 hockey field. Already playable at its 50% finished stage, *NHL '99* boasts nice features like a 'quickstart' game, where you can play a match with a single button press instead of wading through dozens of menus, and very crisp visuals. The AI of the players wasn't quite there, but control of your own skater was much more intuitive than even the *Gretzky* games.



THE PILE OF TAT ACCUMULATED ON A TYPICAL E3 VISIT. REEBOK NOT INCLUDED.

Coming Soon

The following games are scheduled to appear on the N64, but at E3 were only playable on other formats. Rather than fill the place up with super hi-res PC 3DFX shots, we'll just tell you a little bit about them and bring you proper shots of the N64 games in a later issue...

Re-Volt (Acclaim): Radio-controlled car racing – not the pokey little Scalextric-sized ones, but the monster ones with massive tyres.

Rugrats (THQ): A 3-D adventure based on the popular cartoon series about the adventures of a group of toddlers.

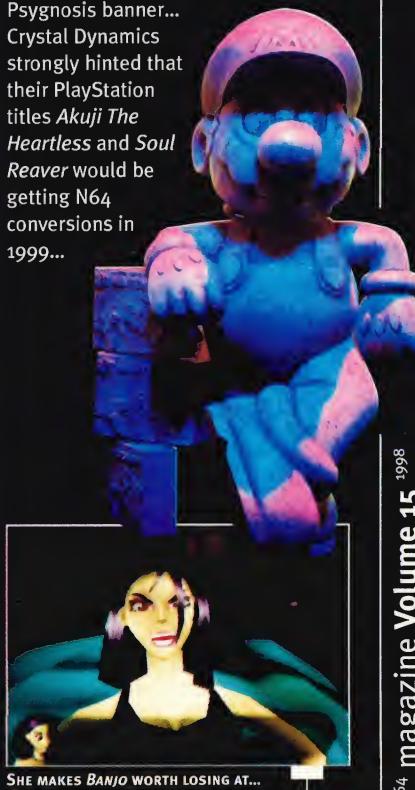
Penny Racers (THQ): Alias *Choro Q 3*, this Japanese customisable racing game may undergo a title change for N64.

Rayman 2: French platformer full of wacky characters that looked gorgeous on the PC.

Space Circus (Infogrames): Strange platformer featuring a little pixie-type character.

Snippets

Activision's *Nightmare Creatures* will only be released in America, because Sony have claimed an 18 month console exclusivity deal on the game in Europe... Konami's *Goemon* will be getting a sequel sometime next year... Also from Konami is an RPG called *Silent Summer Story*. The likelihood of it appearing in Britain is about 0%, because it takes place in a Japanese high school... Although Psygnosis wouldn't confirm that they were working on an N64 *Formula 1* game, exactly that appeared in Nintendo's own list of upcoming games under the Psygnosis banner... Crystal Dynamics strongly hinted that their PlayStation titles *Akuji The Heartless* and *Soul Reaver* would be getting N64 conversions in 1999...



SHE MAKES BANJO WORTH LOSING AT...

SON OF RETRO ROCKETS

TIME, it is said, "is not on our SIDE." Nowhere is that more TRUE than of videogames, where yesterday's CLASSICS are tomorrow's CLUNKERS. How have the N64's games HELD up?

IT'S BEEN OVER SIX MONTHS since we last performed any Stalinesque historical revisionism on our review marks. A lot has happened in the world during that time. *Titanic* became the most successful film of all time. A transsexual won Eurovision. The bird from Catalonia made Welsh accents almost socially acceptable. And Archduke Ferdinand fell to an assassin's bullet.

Meanwhile, on the N64, there has been surprisingly little change, largely due to the still slack release schedules. Without new blood, the old games are still standing their ground, even when – as in the case of beat-'em-ups – they're not even all that good.

However, we're not going to let nostalgia cloud our vision as we re-rate the games of yore. Over the following pages, you'll find the definitive opinions of the games reviewed in 64 MAGAZINE's first 12 issues, with the benefit of added hindsight and a new blu-ray whiteness that really shines!

Issue 1



SUPER MARIO 64

REVIEWER: Stuart Wynne
Nintendo • £49.99

Then: "The biggest advance in game design since the business began... best game ever... believe the hype, it really is the world's best videogame." 95%
Now: What was revolutionary then has now become commonplace, but *Mario 64* is still the best game of its type. But the best videogame in the world ever? Don't think so.

92
PERCENT



PILOTWINGS

REVIEWER: Graeme Nicholson
Nintendo • £59.99

Then: "An excellent game... bound to become a classic." 89%
Now: However nice it might look, *Pilotwings* is too unfocussed an experience – it just doesn't grab you.

74
PERCENT



WAVE RACE

REVIEWER: Stuart Wynne
Nintendo • £59.99

Then: "Wave Race alone justifies the cost of the N64... one of the most innovative and graphically astonishing games in years." 94%

Now: What the hell happened with that PAL conversion? Despite the huge borders and murky colours, *Wave Race* is still great fun, as the feel of control is still unmatched.

83
PERCENT



SHADOWS OF THE EMPIRE

REVIEWER: Mark Wynne
Nintendo • £59.99

Then: "This is a game designed to 'wow' a generation with its dazzling visuals... the most satisfying and ambitious tie-in ever." 88%

Now: Some things age well; fine wines, the '59 Cadillac, Sean Connery. *Shadows* is not one of those things.

58
PERCENT

MARIO KART 64

REVIEWER: Stuart Wynne
Nintendo • £49.99

Then: "In no department does the game disappoint... simply awesome fun... actually improves on the original." 94%

Now: Despite only supporting two players, the Super NES game is much more enjoyable in retrospect. Cheating computer racers, some duff tracks and the badly misconceived battle mode put the Denver Boot into the N64 upgrade.

78
PERCENT



DOOM 64

REVIEWER: John McCleary
GT Interactive • £59.99

Then: "Flaming good fun... a worthy update of an undoubted classic." 81%

Now: The likes of *Goldeneye* and *Quake* have rendered *Doom* somewhat redundant.

70
PERCENT

CRUIS'N USA

REVIEWER: Graeme Nicholson
Nintendo • £34.99

Then: "Painfully short of features... depressingly poor... tacky and infuriatingly incompetent." 31%

Now: Can't argue with that, really.

22
PERCENT

KILLER INSTINCT GOLD

REVIEWER: Stuart Wynne
Nintendo • £59.99

Then: "An excellent conversion of a decent coin-op... often spectacular." 75%

Now: The N64 is still painfully short of decent beat-'em-ups, with only *Fighter's Destiny* really making the grade, so this is still near the top of the pile.

70
PERCENT



Issue 2

LYLAT WARS/
STARFOX 64

REVIEWER: Stuart Wynne

Nintendo • £59.99

Then: "Again and again, *Starfox 64* astonishes... [the] most exciting N64 title since *Mario 64*." 95%

Now: Looks as dazzling as every big sci-fi blockbuster of the past decade rolled into one, but it's surprisingly short-lived.

88
PERCENT

BLAST CORPS

REVIEWER: Stuart Wynne

Nintendo • £59.99

Then: "A riotous arcade experience structured to provide massive, total addiction... outrageous good fun." 88%

Now: Perhaps unfairly, this has become the game that time forgot – nobody ever remembers it in their 'best games' lists, no matter how much they enjoyed it. Perhaps it was just that bit *too* different...80
PERCENTTUROK: DINOSAUR
HUNTER

REVIEWER: Damian Butt

Acclaim • £39.99

Then: "Far too many instances where you have to jump across to raised platforms... although *Turok* is visually impressive, the gameplay soon becomes repetitive." 80%Now: Yes, jumping around like a fool in the middle of a pitched battle is annoying. *Turok 2* promises to be so much better.70
PERCENT

FIFA 64

REVIEWER: Phil King

EA Sports • £29.99

Then: "Frustratingly shallow... one of the N64's worst games... a shocking performance." 29%

Now: With EA themselves sending this game off by releasing *FIFA: Road To World Cup* and *World Cup '98* in its stead, it genuinely is one to avoid.20
PERCENT

NBA HANGTIME

REVIEWER: Phil King

GT Interactive • £59.99

Then: "Incredibly primitive... fun but utterly shallow... so old hat it's a tricorn." 60%

Now: Not even all that much fun any more.

45
PERCENTWAYNE GRETZKY'S
3-D HOCKEY

REVIEWER: Stuart Wynne

GT Interactive • £59.99

Then: "Top notch... infinitely playable... superb multi-player fun." 84%

Now: GT have made a few too many trips to the well with *Gretzky*, repeatedly putting out the same game with minor updates.78
PERCENTMORTAL KOMBAT
TRILOGY

REVIEWER: Ryan Butt

GT Interactive • £59.99

Then: "Dull, repetitive drivel... retro pap... should be laid to rest once and for all." 62%

Now: Time heals all wounds, it's said. Except in the case of videogames, where the rotting gashes of the past just become even more rancid.

32
PERCENT

Issue 3

THE GLORY OF
ST ANDREWS

REVIEWER: Andy McDermott

Seta • Import

Then: "The control method is badly flawed... looks like a Super NES leftover... the word 'mediocre' was made for this." 25%

Now: We can think of plenty of other words that were also made for this – none of them complementary.

10
PERCENT

WAR GODS

REVIEWER: Loz Cooper

GT Interactive • £59.99

Then: "A sad attempt at a beat-'em-up... all graphics and no gameplay." 59%

Now: What is it with the N64 and crap fighting games? Is there a Post-It stuck to the cartridge slot saying 'Insert pugilistic tool here?'

40
PERCENT

ISS 64

REVIEWER: Andy McDermott

Konami • £34.99

Then: "A superb job... the best football game ever." 91%

Now: We'll see if the sequel, *ISS '98*, is better still – but *ISS* is now available at a super-low price! Bargain!93
PERCENT

DORAEMON

REVIEWER: Andy
McDermott

Epoch • Import

Then: "Inferior to *Mario 64* in every way... a *Mario* clone in all but playability." 50%

Now: Don'traemon.

30
PERCENT

Issue 4



HEXEN

REVIEWER: Loz Cooper

GT Interactive • £59.99

Then: "Mediocre all the way... as magical as a wet evening in Grimsby with Paul Daniels... a third-rate port of a third-rate game." 48%

Now: Looked at now, *Hexen* makes that evening with Paul Daniels seem all the more appealing.30
PERCENT

DARK RIFT

REVIEWER: Andy McDermott

Vic Tokai • £59.99

Then: "Utterly ordinary... nice-looking but unspeakably average... will be left to gather dust after just a couple of days." 60%

Now: The dust's now so deep you can write your name in it!

47
PERCENT



Feature

Issue 5



GOLDENEYE

REVIEWER: Andy McDermott
Nintendo • £49.99

Then: "The best game on the N64... cements the N64's reputation as the machine to own for group gameplay... a genuinely stunning title." 96%

Now: What we said then is still true now. *Goldeneye* reigns supreme.

95
PERCENT



THE JEHOVAH'S WITNESSES DIDN'T GET QUITE THE RECEPTION THEY'D HOPED FOR WHEN THEY DROPPED ROUND ON CMDR J BOND, ESQ.



TETRISPHERE

REVIEWER: Andy McDermott
Nintendo • £39.99

Then: "[Gets] the adrenaline flowing... [but] fails to deliver the instant and straightforward addiction of its Game Boy namesake." 77%

Now: An entertaining puzzler at a fairly low price, but maybe too clever for its own good.

70
PERCENT



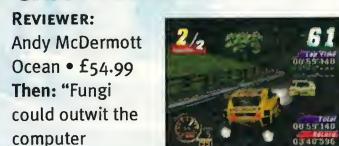
MULTI RACING CHAMPIONSHIP

REVIEWER: Andy McDermott
Ocean • £54.99

Then: "Fungi could outwit the computer opponents... just not exciting... an okay game but nothing more." 67%

Now: All the fun of the fair – if it's a trade fair for undertakers.

52
PERCENT



Issue 6



F1 POLE POSITION

REVIEWER: Roy Kimber
Ubi Soft • £59.99

Then: "An excellent game... if you've been waiting for a decent racing game to reach the N64, wait no longer." 88%

Now: Anyone wanting a realistic F1 experience is going to be disappointed – *F1PP* is far too arcadey, and not even all that playable.

63
PERCENT



J-LEAGUE DYNAMITE SOCCER

REVIEWER: Roy Kimber
Imagineer • Import

Then: "Some serious problems... a fairly adequate footie game... [will] quickly drive you to frustration." 55%

Now: Why would you even consider this when there's *JSS* available?

44
PERCENT

Issue 7



DIDDY KONG RACING

REVIEWER: Andy McDermott
Nintendo/Rare • £49.99

Then: "Everything about *Diddy Kong Racing* is perfect... pure condensed fun." 95%

Now: Once you've completed both adventure games, interest drops off sharply. Still great for multiplayer races, though.

86
PERCENT



EXTREME G

REVIEWER: Roy Kimber
Acclaim • £59.99

Then: "The definitive N64 race game." 91%

Now: Getting around the tracks is more a case of pointing in vaguely the right direction and hoping instead of skill, so in the long term it hasn't fared that well.

80
PERCENT



DUKE NUKEM 64

REVIEWER: Andy McDermott
GT Interactive • £59.99

Then: "An addictive cocktail of puzzles, skill and ceaseless carnage... the definitive action game for hardcore gun fetishists." 90%

Now: Lacks polish when compared to *Goldeneye*, and the deathmatch game just can't compete with Rare's classic.

84
PERCENT



MISCHIEF MAKERS

REVIEWER: Roy Kimber
Nintendo • £49.99

Then: "Constantly challenging... keeps you guessing... a bloody good platformer." 85%

Now: Looked at now, *Mischief Makers* is actually more enjoyable than *Yoshi's Story* despite being less polished.

82
PERCENT

NFL QUARTERBACK CLUB '98

REVIEWER: Roy Kimber
Acclaim • £59.99

Then: "The high-resolution animation is excellent... one of the most accurate sports sims around." 80%

Now: Hardcore American football fans maintain *Madden 64* has slightly better gameplay, but *NFL* looks better and has more atmosphere.

80
PERCENT



TOP GEAR RALLY

REVIEWER: Andy McDermott
THE Games • £54.99

Then: "Brings new levels of racing realism to the N64... a must for all petrolheads." 90%

Now: Once you've beaten all the tracks it starts to pall, but *TGR* is still the best 'serious' racer on the N64.

85
PERCENT



MACE: THE DARK AGE

REVIEWER: Roy Kimber
GT Interactive • £59.99

Then: "Play starts to get repetitive... a fairly good-looking, playable beat-'em-up... doubtful whether it will have any long-term appeal." 76%

Now: That long-term appeal bit? Spot on.

70
PERCENT



Issue 8



AUTOMOBILI LAMBORGHINI

REVIEWER: Roy Kimber

THE Games • £54.99

Then: "Has all the makings of a great game... a little repetitive after a while... should provide hours of racing enjoyment." 80%

Now: "Hours" being defined as 'more than one but not necessarily loads'. When people borrow our office copy, it always comes straight back the very next morning.

68 PERCENT

J-LEAGUE ELEVEN BEAT 1997

REVIEWER: Roy Kimber

Hudson Soft • Import

Then: "Asdf asdf asdf." 75%

Now: So we forgot to fill in the soundbite box. But that still tells you all you need to know about this unmemorable game.

62 PERCENT

FIFA: ROAD TO WORLD CUP '98

REVIEWER: Andy McDermott

EA Sports • £59.99

Then: "So much better than *FIFA 64* that it's hard to believe they're part of the same series... up there with the best." 85%

Now: Superseded by *World Cup '98*, and still not quite as good as *ISS*.

80 PERCENT

SAN FRANCISCO RUSH

REVIEWER: Roy Kimber

GT Interactive • £59.99

Then: "A highly enjoyable, fast-paced racing game... will take you for the rollercoaster ride of your life." 75%

Now: Let down by useless controls and some occasionally shoddy visuals, but still fun.

70 PERCENT

CLAYFIGHTER 63 1/3

REVIEWER: Andy McDermott

Interplay • £59.99

Then: "Singularly gross and annoying... truly horrible... hideously unresponsive... without question the worst game on the N64, and quite possibly the worst game of the decade." 13%

Now: Yep, still bad.

03 PERCENT

PUYO PUYO SUN 64

REVIEWER: Andy McDermott

Compile • Import

Then: "An absolute scream... great fun... a brilliant two-player game... maddeningly addictive." 87%

Now: Simplistic, yes, but also still just as great as ever. And it's getting a UK release soon – woohoo!

87 PERCENT

DUAL HEROES

REVIEWER: Loz Cooper

Hudson Soft • Import

Then: "No replay value at all... as challenging as arm-wrestling Steven Hawking... a complete waste of space." 28%

Now: A new company is actually planning to make *Dual Heroes* their debut UK N64 game. Are they mad?

20 PERCENT

BOMBERMAN 64

REVIEWER: Roy Kimber

Nintendo • £49.99

Then: "Cunning puzzles... the multiplayer mode is ace... excellent." 86%

Now: The multiplayer mode is so not ace! Fortunately, the main game holds up quite well as a platform puzzler.

80 PERCENT



MADDEN 64

REVIEWER: Mark Wynne

EA Sports • £59.99

Then: "The most sophisticated computer opponents yet seen... a degree of finesse and control on the field previously unmatched." 80%

Now: Maybe it does, but *Quarterback Club* ultimately proved more popular. Oh, those graphics tarts!

76 PERCENT



Issue 9



MORTAL KOMBAT MYTHOLOGIES

REVIEWER: Roy Kimber

GT Interactive • £59.99

Then: "[Plays] surprisingly well... should keep you going for a long time." 75%

Now: The hell? If this game were a horse, it would be so lame it would get a shotgun blast between the eyes.

46 PERCENT

FIFA: ROAD TO WORLD CUP '98

REVIEWER: Andy McDermott

EA Sports • £59.99

Then: "So much better than *FIFA 64* that it's hard to believe they're part of the same series... up there with the best." 85%

Now: Superseded by *World Cup '98*, and still not quite as good as *ISS*.



SAN FRANCISCO RUSH

REVIEWER: Roy Kimber

GT Interactive • £59.99

Then: "A highly enjoyable, fast-paced racing game... will take you for the rollercoaster ride of your life." 75%

Now: Let down by useless controls and some occasionally shoddy visuals, but still fun.

70 PERCENT

WCW VS NWO WORLD TOUR

REVIEWER: Roy Kimber

THQ • £59.99

Then: "It's just manic... smooth, violent, humorous and fun." 85%

Now: Still a great laugh, especially in multiplayer games, but non-wrestling fans won't be converted.

82 PERCENT



WILD CHOPPERS

REVIEWER: Loz Cooper

Seta • Import

Then: "Isn't at all bad to play... all right but not brilliant... could have been a winner if it wasn't so slow." 72%

Now: Midway are rejigging *Wild Choppers* for a Western release with new controls – probably won't be any faster, though.

70 PERCENT

Issue 10



YOSHI'S STORY

REVIEWER: Andy McDermott
Nintendo • £49.99

Then: "Surprisingly unimaginative... absurdly simple... shamelessly recycling past glories instead of offering anything new or innovative." 81%

Now: *Yoshi's Story* still looks amazing – but it also still lacks challenge.

79
PERCENT



EVEN THE HARDER BOSSSES ARE NAILED WITHIN MOMENTS IN YOSHI'S STORY.



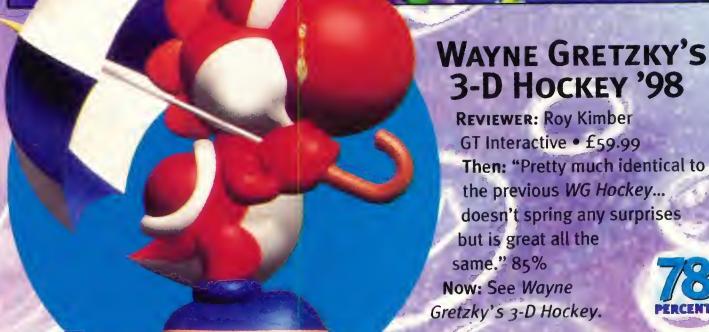
WAYNE GRETZKY'S 3-D HOCKEY '98

REVIEWER: Roy Kimber
GT Interactive • £59.99

Then: "Pretty much identical to the previous *WG Hockey*... doesn't spring any surprises but is great all the same." 85%

Now: See *Wayne Gretzky's 3-D Hockey*.

78
PERCENT



ART OF FIGHTING TWIN

REVIEWER: Andy McDermott
Culture Brain • Import

Then: "There aren't really enough different moves to sustain long-term interest... could have been a contender if it hadn't been so easy to beat." 78%

Now: An okay fighter, but nothing more. 72%

72
PERCENT



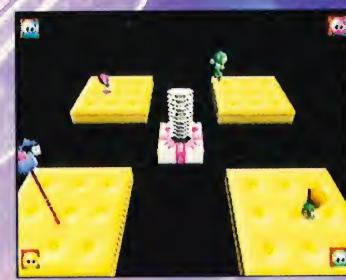
CHAMELEON TWIST

REVIEWER: Roy Kimber
Ocean • £59.99

Then: "Much of the game is far too easy... doesn't quite fulfil its potential." 72%

Now: As unmemorable as... sorry, what was I talking about?

64
PERCENT



NAGANO WINTER OLYMPICS

REVIEWER: Andy McDermott

Konami • £59.99

Then: "Rather a mixed bag... doesn't take the gold medal, but still has its attractions." 77%

Now: The weaknesses of certain events have dragged down the game overall.

65
PERCENT



WHEEL OF FORTUNE

REVIEWER: Roy Kimber

Take 2 • Import

Then: "Disappointment follows disappointment... if you fancy a word puzzle, then pop down to WH Smiths and get a whole book of them." 45%

Now: An entirely worthless purchase for Brits, and not much better for Yanks!

30
PERCENT



Issue 11

ROBOTRON 64

REVIEWER: Andy McDermott

Crave • Import

Then: "Doesn't pause for a moment... an excellent update of one of the greatest videogames ever." 82%

Now: *Robotron* still is one of the greatest games ever, and *Robotron 64* is still a decent successor. So there!



81
PERCENT



TAMAGOTCHI WORLD

REVIEWER: Andy McDermott

Bandai • Import

Then: "Only for die-hard Tamagotchi fans... entertaining and very, very cute... [but] it's a rather expensive way of playing with a toy." 72%

Now: Tamagotchis are already yesterday's fad, and the Japanese text still makes a lot of *T World* hard to follow.

66
PERCENT



SNOWBOARD KIDS

REVIEWER: Roy Kimber

THE Games • £54.99

Then: "One of the most enjoyable [multiplayer racers] so far... crackingly good... great fun." 85%

Now: Nintendo's *1080°*

Snowboarding might be more realistic and have better controls, but ultimately this provides more fun.

83
PERCENT

FIGHTER'S DESTINY

REVIEWER: Roy Kimber

Ocean • £59.99

Then: "The finest beat-'em-up on the N64 so far... this is the game you've been waiting for." 92%

Now: The 'best N64 fighter' award still doesn't guarantee excellence – *Fighter's Destiny* is no world champion. 80%

80
PERCENT



Issue 12



SIM CITY 2000

REVIEWER: Loz Cooper

Imagineer • Import

Then: "One of those games that you really have to be a fan of the God genre to enjoy." 69%

Now: Dated, fiddly and with far too much Japanese text – not that an English version would be much better.

60
PERCENT



1080° SNOWBOARDING

REVIEWER: Andy McDermott

Nintendo • Import

Then: "The most realistic simulation of the real sport you're likely to get... more than a little *Mario Kart*-style cheating... I'm also dubious about its longevity." 86%

Now: *1080°* only has a small number of courses, and lacks the spark that made *Wave Race* so playable.

80
PERCENT

OLYMPIC HOCKEY '98

REVIEWER: Roy Kimber

GT Interactive • £59.99

Then: "More of the same... the gameplay is the same as *Wayne Gretzky*... how many times can we be sold the same thing?" 75%

Now: The third version of *WG Hockey*, and the ice has worn very thin.

70
PERCENT

WWE VS NWO WRESTLING

REVIEWER: Roy Kimber

Hudson Soft • Import

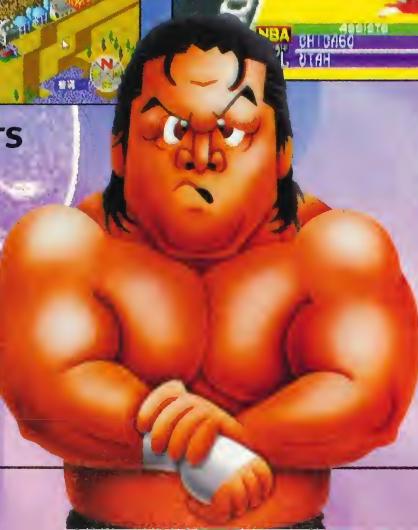
Then: "An inferior *WCW*

Vs NWO pretender...

sluggish... falls a little short of the mark." 70%

Now: If you want wrestling, get *WCW Vs NWO*.

65
PERCENT



NBA PRO '98

REVIEWER: Roy Kimber

Konami • £59.99

Then: "The blurring of the graphics is a little disappointing... the one player game becomes a little tiring after a while." 70%

Now: If you want a basketball game, Nintendo's *NBA Courtside* is a better bet.

68
PERCENT



NHL BREAKAWAY '98

REVIEWER: Roy Kimber

Acclaim • £59.99

Then: "Impressive high-resolution graphics... that out-Gretzky's *Wayne Gretzky*." 88%

Now: Still comfortably takes the crown from the ageing *Wayne Gretzky* games.

85
PERCENT



F⁶⁴ Feature

Written by Roy Kimber

38

BEE PREPAR FOR BU



ED CK!...



ARGONAUT SOFTWARE IS A development house with an illustrious gaming history.

Long-term gamers will doubtless be familiar with the classic *Starglider* and the subsequent sequel *Starglider 2*. More recently, Argonaut hit the charts with the cartoon *Tomb Raider*-esque platformer *Croc* which polarised the gaming community – you either loved it or hated it.

But that wasn't what concerned **64 MAGAZINE** one sunny day in May when we set out for Argonaut's new premises in Edgware, North London. We were there to see an almost complete version of *Buck Bumble*, the *Starfox*-style 3-D shoot-'em-up with, er, 'attitude', apparently.

Keith Sloane, Ubisoft's PR chief, and Nick Clarke, the producer and head of the *Buck Bumble* team met us in reception, from where it was just a quick trip past a large 3-D Croc to the comfort of the plush offices where the *Buck* team were working.

He's **SMALL**, he's **FAT** and he carries a big **GUN**. **64 MAGAZINE** made a **BEE** line for Argonaut to get the **LATEST** on *Buck Bumble*.

After a quick introduction to the team members we were introduced to designer Anna Larke, who was going to demonstrate the game for us. If using Anna, one of only two girls on the *Buck* team, was a clever attempt to distract us from any flaws the game might have had at that stage, then it worked, because we didn't notice any!

To get the ball rolling we asked Nick how the current version of *Buck* compared to the demo that Keith had



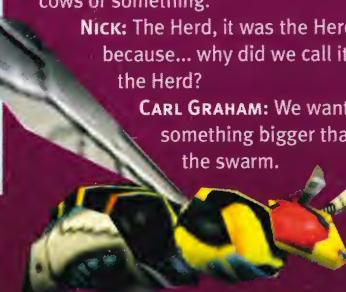
IN ADDITION TO THE QUEEN THAT YOU MEET AT THE VERY END OF THE GAME, THERE ARE VARIOUS SUB-BOSSES. TAKE THIS HUGE MUTHA, FOR EXAMPLE!

brought down to the **64 MAGAZINE** offices some time previously which incidentally was featured last issue. **NICK:** It differs quite a lot from that now, it's got 20 levels in as opposed to that one, they're all in a state where we can go back now and start tweaking them. The basic premise of the game is that the Herd were contaminated with the...

64 MAGAZINE: Sorry, how did you come up with the Evil Herd by the way? It sounds like a bunch of delinquent cows or something.

NICK: The Herd, it was the Herd because... why did we call it the Herd?

CARL GRAHAM: We wanted something bigger than the swarm.



WASPS WITH HUGE BOLT-ON WEAPONRY? THAT'S NOT SOMETHING YOU SEE VERY OFTEN!

NICK: Bigger than the swarm, yeah. It was a herd of insects as opposed to a swarm, because swarms tend to be... not as impressive. If you ever met a 'herd of bees', you'd be scared, wouldn't you?



IF YOU WING A WASP RATHER THAN TOTALLY DESTROYING IT, YOU'LL SEE IT SPIRAL TO THE GROUND IN FLAMES. IN THE VERSION WE PLAYED THIS WAS ACCOMPANIED BY THE SOUND OF A WWII FIGHTER AIRCRAFT GOING DOWN – COOL!

Close To The Edit

MUCH OF THE WORK IN BUCK BUMBLE has been done using a special editor. Lead designer Simon Keating explained how it all worked.

"Basically what I'm doing at the moment is zoning stuff. What we can do with the editor is put down the landscape anywhere we want, with all the artwork gets put in there. We put in waypoints to say what enemy goes where and uses what pattern and stuff. We can also put on pick-ups, loads of stuff. Everything that's in the game we can basically do in the editor, we can set up the traps, we can set up waypoints, functions – say you pick up a certain pick up we can trigger enemies or trigger a teleport to activate, stuff like this."

We've got directories for the artwork, so basically the main development is in the editor.

"You design them on paper first, they look fine, you stick them in the editor, you play it, it plays like shit and so you can come back and just chop and change it around really quickly. So it's a lot better than just making a big mess and looking artistic."

"It's a big, big, old thing, developed for *Buck*. Basically the editor started off as a kind of a test editor just to get the stuff in and it's kind of morphed into... a monster, really. The editor is constantly updated so it's not like a pretty thing to lie around and play with."



I Am The Music Man

Justin Scharvona is the head of music at Argonaut and is arguably one of the most important people on the project. Although obviously music wouldn't be a lot of good without a game, a game without music does need something, as we'd remarked upon when playing the demo version in the office to which the music had yet to be added.

Justin immediately dashed Roy's secret hopes that Buck would carry a version of *633 Squadron* to enhance the aerial combat... "Basically I'm doing sort of Speed Garage sort of music for Buck, I've tried to go for something that sort of fits in with the futuristic, and not cutesy, something a bit harder..."

64 MAGAZINE: No, we want *Mario* music! It's great! [Speak for yourself, Roy – Ed]

JUSTIN: That's the whole point of it, we didn't want to do sort of boring techno stuff as well, or jungle, so we picked speed garage, it's funkier than house and garage. So that's going to be the underlying tune that's throughout the game as a consequence. There's going to be different tunes per mission, but we get like, the graphical style as well, so there's going to be stings for bosses and that sort of thing.

64 MAGAZINE: Sounds like a bit of a divergence from your 'usual' Nintendo game.

JUSTIN: We're also going to get a chap in, he's called MC Sisko and he's a rapper and an MC who does clubs all round London and he's going to come in and do some vocals, rap-type vocals like Chuck D, Public Enemy type of thing over the front-end tune.

NICK: So it'll have a bit more bite!

KEITH: It's a hard as nails game, I'll tell you mate!



64 MAGAZINE: Well, erm, yeah. Confused, maybe...

NICK: "Basically they're all regular insects who've been contaminated by a spill from a chemical plant, so they've been tainted by hate and greed and turned into this evil race bent on dominating the garden."

64 MAGAZINE: So they're not aliens any more then?

NICK: That's right. They were aliens, now they're still 'alien', but they're not from another planet.

So, the aliens in *Buck* are space aliens no longer – more 'illegal aliens', if you like. The next topic to be



THE GREY CONDUITS USUALLY LEAD FROM A LOCKING DEVICE TO A HERD PORTAL. DESTROY THE LOCK, THEN FOLLOW THE EXPLODING CONDUIT TO THE DOOR.

OUCH! RIGHT, THAT IS ABSOLUTELY THE LAST TIME I ORDER BEANS AS MY PRE-FLIGHT MEAL.

discussed was the structure of the missions. Most of the shots we'd seen of Buck so far had been set in what looked like someone's back garden. Did this mean that all the missions were going to be set within a garden?

NICK: No. There are 20 levels at the moment, and they're spread out over five or six environments, the first being the garden. Then you go into the dark sort of forest area, the wastelands, then into a graveyard. So as you progress through the game it gets

AS YOU CAN SEE FROM THIS SHOT, ALL THE EXPLOSIONS IN *BUCK BUMBLE* ARE SMALL AND UNDERSTATED – NOT!

more and more 'herdlike' and more and more eerie and dark and nasty until you end up in the Queen's lair itself, the alien herd base, which is nothing like the garden basically. It gets just constantly more and more alien – more and more unknown territory for a bee really.

64 MAGAZINE: It's got different missions, so what sort of things do you have to do? Is the gameplay essentially just flying around and shooting things?

If you ever met a 'herd of



IT'S FUNNY HOW ROY'S PHOTOS ALL END UP FOCUSED ON THE YOUNG LADY IN THE FOREGROUND.



DESIGN SKETCHES FOR THE NUMEROUS INSECTS IN THE GAME WERE CONSTANTLY USED FOR REFERENCE.

NICK: The missions start off as basically destroying all the enemies in the area, going on to destroy specific objects like a nuclear base or taking out a particular type of enemy that's going to cause a threat to the race. But on the whole it is basically a shoot-'em-up, combining the traditional elements like pick-ups, ammo, life-ups, that sort of thing – the usual sort of thing you get in traditional shoot-'em-ups, just transferred into a 3-D environment. Which allows you to get a bit creative with the gameplay as well, as things aren't always coming at you.

64 MAGAZINE: So it's not like *Starfox* where everything's coming at you linearly?

NICK: Exactly, it's the opposite of that. The biggest comparison is like *Starfox* in all-range

mode, where you have full 3-D movement in the environment and enemies can come at you from all angles.

KEITH: What is fairly apparent is that it's a lot harder edged than most N64 games at the moment, it's not overly brightly coloured, it's quite a 'hard looking' game, which is quite nice. It's not this kind of typical Nintendo kiddie cutesy-bizarre character, it's a bee with a big f*ck-off gun, y'know?

64 MAGAZINE: And sunglasses.

NICK: And sunglasses!

64 MAGAZINE: "Have you got bonus missions in the game? The original press release said something about that..."

NICK: Yeah, well there are golden fleas throughout the map and if you pick them up it gives you access to



bonus missions, basically... missions that weren't available before.

64 MAGAZINE: And they're extra missions?

NICK: They're... within the 20, we're looking at extending that, but at the moment they're included in the 20.

As we talked, Anna was ploughing steadily through the *Buck* levels, happily blowing away hordes of dangerous-looking insects and accompanying each death with a Bruce Willis-style quip. It became apparent that she had a rather large and seemingly inexhaustible supply of energy and weapons. When someone remarked that there might be a little cheating going on she explained that it was so she could demonstrate all the



THIS TAP GIVES YOU SOME IDEA OF HOW BIG BUCK REALLY IS... HE'S PRETTY BIG FOR A BEE, ISN'T HE?



JUST IN CASE YOU WERE WONDERING, BEES CAN'T SWIM (WE FOUND THAT OUT THE HARD WAY).

bees', you'd be scared, wouldn't you?



BUCK BUMBLE RUNNING ON A TV IN AN OFFICE FROM A FLASH ROM CART. YESTERDAY.



THE YELLOW AND BLACK DOOR IN FRONT OF BUCK IS AN EVIL HERD PORTAL. YOU NEED TO DESTROY A LOCKING DEVICE ELSEWHERE TO OPEN IT.

The Hardware!

THE WEAPONS IN BUCK BUMBLE RANGE FROM FAIRLY WIMPY TO DEVASTATINGLY POWERFUL. SOME OF THEM ARE RAPID FIRE, OTHERS ARE MORE POWERFUL BUT WITH LITTLE AMMO. PARTICULARLY NICE ARE THE GUIDED MISSILES THAT YOU 'RIDE' IN TO THE TARGET. CERTAIN WEAPONS ARE EXTREMELY EFFECTIVE ON SOME ENEMY TYPES AND TOTALLY INEFFECTIVE ON OTHERS, SO THE TRICK IS TO LEARN WHICH WEAPON AFFECTS WHICH ENEMY. TAKING THESE FACTORS INTO ACCOUNT, THE LIST ON THE RIGHT IS BASED ON AN APPROXIMATION OF WEAPON POWER.

STINGER – The default weapon and weakest of the bunch.
PLASMA PISTOL – A pistol that fires plasma. (Doh!)
FRAG CANNON – More healthy, but still nothing special.
CLUSTER BOMB – Speaks for itself.
EXO-SECT LAUNCHER – Standard missile and a bad pun.
GUIDED MISSILE LAUNCHER – 'Fly by wire' missiles.
SPIKER – Erm... not too sure what this does, fires hedgehogs perhaps?
HGS 2000 – Getting more destructive now – like a BFG.
ELECTRA-PROJECTA – Hurls electrical bolts.
PULSE LASER – An old *Elite* favourite, more powerful here though.
FUSION CANNON – The 'ardest of the bunch, it's carnage time!



42



LET'S SEE... FLASHING RED SCREEN, EVACUATE MESSAGE... THIS DEFINITELY CANNOT BE GOOD. TIME TO FIND THE EXIT METHINKS!

levels and game features and wasn't at all because she was rubbish at video games or anything. "As a matter of fact, I regularly paste a lot of people in the office at Quake!" she informed us. Fair enough, can't argue with that.

64 MAGAZINE: Right. On a different subject, what are the bad guys like in terms of intelligence? Do they just see you and fly at you or are they more like the enemies in *Forsaken*, that dodge you?

NICK: Some of the enemies, basically if they see you there they'll attack you. When they come out of their attack pattern they return to their waypoints, then if they see you again



WITH THE WHOLE LEVEL ABOUT TO GO BALLISTIC, THE ONLY THING TO DO IS TO RUN FOR THE PORTAL, INDICATED BY THE GREEN BIT IN FRONT OF YOU.

they come after you. Other enemies do avoid you, some of them actually run away from you, and you have to chase them throughout the map and they'll just keep trying to get away from you until you hunt them down. So the level of intelligence does vary.

64 MAGAZINE: Some of the insects chuck out green stuff when they die, what is it?

NICK: They actually do you damage, it's like the insides of the aliens, kind of alien goo... We may change them for some sort of fiery effects, as it's not immediately apparent that it's dangerous to you...

KEITH: Each particle is actually a risk of collision. It's not like an explosion,

The Crew

You might have seen them last month in a very flash black and white photograph we nicked from Argonaut. We all know that they must have had special lighting and a team of hair stylists before they posed for their 'rock n roll' shot, so we dragged the whole *Buck* team out of the building for an impromptu photo session so that you could see what they *really* look like!

Top row, left to right: Nick Clarke (Producer), Juan Garcia (Artist), Keith Weatherley (Programmer), Carl Graham (Lead Programmer), Adam Hill (Artist), Tom Nettleship (Programmer), Richard Griffiths (Sound Programmer).

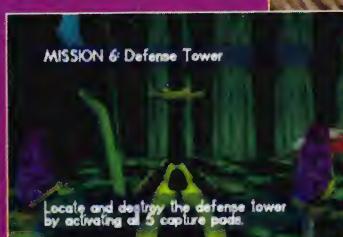


Bottom row, left to right: Justin Scharvona (Lead Sound Engineer), Simon Keating (Lead Designer), Giles Ford-Crush (Artist), Anna Larke (Designer), Karin Griffin (Sound Engineer), Adam Fothergill (Sound Engineer)

As you progress the game g



NO BOWING AND SCRAPING TO THIS QUEEN. NOT UNLESS YOU WANT TO BECOME HER ROYAL UGLINESS'S AFTER-DINNER SNACK ANYWAY!



EACH MISSION BEGINS WITH THE OBLIGATORY MISSION BRIEFING. THEY CAN USUALLY BE SUMMED UP IN TWO WORDS: KILL STUFF!

each particle of green gunk does do you damage.

Nick: Yes, there's actually 30 particles spewed out so if you have a collision with all of them they can do you some harm.

64 MAGAZINE: Whilst we're talking about doing harm, how many weapons are there?

Nick: There are 11, ranging from straight plasmas to nail guns, rocket launchers, homing missiles, that sort of thing.

WHAT A LONG TUNNEL! THIS MIGHT BE A NICE TIME TO CHECK OUT THE TEXTURES ON THE TUNNEL WALLS... OR JUST FIND SOME MORE STUFF TO KILL!

64 MAGAZINE: Do you have to pick up separate ammo for the guns?

Nick: No, when you pick up the gun for the first time, you collect that weapon, then when you collect that gun later, you get more ammo for it.

At this point Nick wandered off to check on the availability of the Justin Scharvona, the lead sound engineer, leaving us alone with Carl and Anna. On-screen, Buck was just entering an area covered with some kind of beam projectors that Carl duly pointed out and explained: "Those red beams and things zap you if you get too close..."

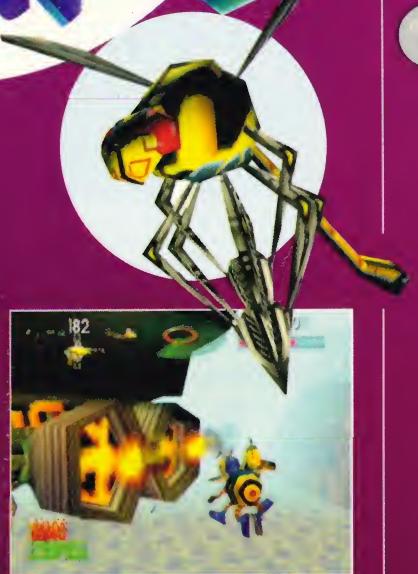
lets more eerie and dark and nasty



LANDING AND WALKING AROUND CAN BE TACTICALLY ADVANTAGEOUS. LOWER-LEVEL WASPS CAN'T ATTACK A GROUNDED TARGET.



WHEN YOU'RE THE SIZE OF A BEE, THINGS AS ORDINARY AS THE STEMS OF FLOWERS BECOME SERIOUS OBSTACLES TO NEGOTIATE.



WOW! LOOK AT THE SIZE OF THOSE EXHAUSTS! I HOPE THAT THING IS BURNING UNLEADED!

"In the backside, it's great!" Anna enthusiastically added.
CARL: It's currently...
ANNA: Oh sorry, er, I didn't mean it like...
CARL: (laughs) It's currently under discussion as to whether that's good fun or not, so we're not sure what we're doing on those, but we've got loads of ideas that we're trying out all the time.

Carl went on to explain that this was basically the position the game was in. *Buck* is more or less complete – and indeed, it was already more impressive than a lot of so-called 'finished' titles we'd seen in the office recently. The work that was being done now was intensive playtesting to pick up the bugs – so to speak – and, just as importantly, to make sure that each section of the game was 'fun'. If something turned out in the opinion of the game testers to be a little dull, then it would get altered or even removed altogether. Another part of the game which still needed to be

completed was to divide the gameplaying area into separate zones. Carl explained that the version we were playing now was drawing everything within the map at all times, including details which might be out of view behind walls. Once the zones had been sorted out, Buck would only be drawing the stuff which was visible, and this would therefore speed the game up and smooth out any jerkiness.

The maps in Buck seemed huge, and yet there didn't appear to be any pop-up! Surely not? This, according to the ever-informative Carl, was due to a



clever process which involved dynamically adjusting the viewing distance within the maps, thus eliminating the problem. At risk of making yet another *Starfox* comparison, Carl also explained that *Buck* utilised far more detail than the famous linear shoot-'em-up – the floor textures alone utilising ten times as many polygons!

By the time we left Argonaut, we had a much firmer idea of what *Buck Bumble* was about. We'd had our reservations in the Paragon offices about the game – as someone pointed out, "the central character is a bee, for God's sake!" However, if what we saw at Argonaut was anything to go by, *Buck* looks set to be a top shoot-'em-up – and not before time! Keep an eye out for our final judgement when we get a copy into the office.

Ninfo

Players



Written by Roy Kimber

Shock, horror – **ANOTHER** decent N64 beat-'em-up, and an **INTELLIGENT** one at that!



A HANDY TIP FOR SUSTAINING AS LITTLE DAMAGE AS POSSIBLE IN *Bio Freaks* IS THIS: DON'T JUMP INTO BURNING LAVA!

Memory Options

MEMORY: NONE
CONTROLLER PAK: STORES GAME PROGRESS/ SETTINGS

\$64,000 Question

- BEAUTIFUL BACKDROPS
- DETAILED AND VARIED CHARACTERS
- HUGE RANGE OF GORY MOVES
- INTELLIGENT GAMEPLAY

BIO FREEA



IF IT'S A BEAT EM UP, THEN there usually has to be a far-fetched storyline, and *Bio Freaks* is no exception. Biological Flying Robotic Enhanced Armoured Killing Synthoids, or Bio F.R.E.A.K.S. for short, were created (or will be, if you prefer) by gigantic corporations in the future to settle disputes over territory, copyright and that sort of thing. They reasoned that rather than spending billions on huge armies and expensive tactical weapons, the issues could be settled by one-on-

one armed combat. So to cut a long story short, whenever a GI-Corp (as the super corporations became known) had a problem, their super-powered humanoids would enter the arena and battle to decide which company won.

IT'S A GAME JIM...

That aside, *Bio Freaks* is a beat-'em-up – pure and simple. There is a tendency at this point to cry 'Oh no, not another lousy N64 beat-'em-up!' and in fact the only really decent one

so far for the console has been *Fighter's Destiny*.

Well, N64 owners despair no longer, for the ultimate beat-'em-up is here! Yes, no longer will PlayStation owners look at your N64 game and scoff loudly before turning back to play *Tekken 3*... well, okay, they might, but secretly they'll be seething that they didn't invest in a Nintendo.

Bio Freaks takes the beat-'em-up concepts of *Mortal Kombat*, namely excessive gore and great fight sequences, combines them with a little bit of *Virtua Fighter*, then has added a few touches of its own to produce something new and extremely addictive.

All the usual modes of play are there, Practice, Arcade, Vs, Survival, and the action takes place in a host



IF CHARACTERS GET HIT WITH NAPALM WEAPONS, THEY BURST INTO FLAMES WHICH CAN CAUSE THEM CONSIDERABLE DAMAGE.



HMM... EVEN THOUGH *Bio Freaks* IS AN INTELLIGENT BEAT-'EM-UP, THE GIRLS STILL WEAR AS LITTLE AS POSSIBLE!

The ultimate

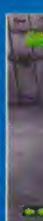


Bullseye

FREAK CLASS: SYNTHOID

Created by the Micro-Gene company as a prototype soldier clone, Bullseye has yet to have any cybernetic implants. He carries two heavy

machine guns and the odd grenade and harbours a secret desire to be a true human instead of a clone. His fatality is fast, dangerous and can result in other players losing their heads – quite literally!



BEFORE EACH FIGHT BOTH COMPETITORS GET THE CHANCE TO POSE BEFORE THE CROWD, THESE SEQUENCES ARE GRAPHICALLY VERY IMPRESSIVE.

KS



MINATEK HAS NOT JUST BAD, BUT IN FACT DOWNRIGHT DANGEROUS BREATH – ONE OF HIS SPECIAL MOVES IS TO LAUNCH MISSILES FROM HIS MOUTH!

of different interactive arenas. Yes, we did say interactive. However, unlike the 'interactive' arenas in *GASP!! Fighters Nextream* the arenas in *Bio Freaks* are actually a lot of fun, and can have a major influence on the combat.

You choose from eight different characters who fit into one or more of three categories: Synthoids, Retros and Dozers. The Synthoids are clones with enhanced regenerative abilities,

In addition to the standard beat-'em-up kicks and punches, every character has a vast array of special moves, all dependent on their own peculiar abilities. These range from being able to catch opponents in a whirlwind to laying down napalm in an aerial bombing run. Which of course means that yes, they do fly. Or rather they hover, using various different propulsion systems. Certain characters hover better than others,

depending on their adaptability to the air – Purge, for instance, is a

beat-'em-up is here!

essentially human in form. Retros are Synthoids whose regenerative abilities have begun to fail and so parts of them have been retro-fitted with cybernetic replacements. The third category, Dozers, are so far gone that they've been totally reconstructed from cybernetic parts. The only organic bit that survives is their brain, although even that isn't totally original as all Freaks are (supposedly) controlled via a 'bio-drive' control chip implanted in their cerebral cortex. Yeah, whatever.



THIS IS CLONUS, ONE OF THE MYSTERIOUS SPECIAL CHARACTERS YOU MEET AT A CERTAIN POINT IN THE GAME. HE'S JUST LIKE YOU, ONLY BETTER.



Bio Freaks

Zipperhead

FREAK CLASS: RETRO

The unfortunately named Zipperhead has had both his forearms replaced with cybernetic weapons after coming second best to Bullseye. Unhappy with a company bio-drive control chip in his head, he conducted a little do-it-yourself brain surgery to remove it. His fatality involves some rather nasty buzzsaw blades which he uses to decapitate opponents.



short bloke with a helicopter rotor strapped to his head so he's pretty nifty when it comes to dogfights. Ssapo, on the other hand, is a, erm... a large green toad thing, and although he can fly, he is not as manoeuvrable in the air as Purge.

One of the more unusual differences between *Bio Freaks* and your average beat-'em-up is that every character has some form of projectile weapon. These range in form from your standard *Mortal Kombat* fireball things through to *X-Men*-type eyeblasts to some good old fashioned very satisfying heavy machine guns. Having projectile weapons in a beat-'em-up is always risky as there's a



tendency for players to focus on them too much and turn combat into a rather dull shoot-out where the player who's fastest on the button or has the biggest gun always wins. Fortunately this isn't the case with *Bio Freaks*, as will be explained later.



HERE CLONUS HAS ACTIVATED HIS SHIELD BEFORE HAMMERING HIS CURRENT ALTER EGO, BULLSEYE.



Psyclown**FREAK CLASS: SYNTHOID**

Created by

Duplications

Unlimited,

Psyclown's bio-drive

control chip keeps him in a state of total insanity... so don't tell him he looks funny. He wields a large hammer and shield and has a rather nasty case of evil eye. Considering that he carries a large hammer with no sharp edges his fatality is fairly surprising – he cuts opponents off at the waist!

**Sabotage****FREAK CLASS: UNKNOWN**

A mercenary bounty-hunter who tracks renegade freaks, Sabotage is currently after rebel without a chip Zipperhead. She wields the biggest gun you've ever seen and compensates with the shortest pair of shorts. Her fatality is particularly nasty. First she blows both arms off of her opponent, then while they bleed profusely she blows off their head!



THE HOVER FACILITY MEANS THAT YOU CAN PLAN YOUR ATTACKS IN THREE DIMENSIONS – CERTAIN CHARACTERS ARE MORE MANOEUVRABLE IN THE AIR.

BLOOD 'N' GUTS ON N64?

One major aspect of *Bio Freaks* – a particularly surprising one considering this is a Nintendo game, a company well known for its bouncy plumbies and usually fairly fluffy video game bad guys – is the amount of gore. To be frank, the gore level is mind-blowing – literally! This is never more apparent than in the limb removals. We're not just talking fatalities here, although they are included in the game. No, what we're talking about is the severing of arms, or in some cases arm-like appendages, which then proceed to spurt blood all over the floor and – rather effectively – the screen whilst the fight continues unabated.

It's even possible to win a fight when your character has no arms, whereupon they strut and pose for the audience completely oblivious to the gallons of dark red claret (or green goo, if you're playing a large inhuman 'Dozer') spraying merrily from their stumps. You'll soon find yourself mangling classic *Monty Python* Black Knight quotes with



COMPETE IN TEAM BATTLES WITH UP TO FIVE PLAYERS. ON THIS OCCASION THE RESULT WAS CLOSE.

The gore level

reckless abandon as you attempt to head-butt the eight foot tall mutant who just removed any chance you had of ever again getting told off for picking your nose!

FREAK OR UNIQUE?

As mentioned already, *Bio Freaks* is fairly unique in that it's one of only a few 'intelligent' beat-em-ups, and in fact the only one on the N64. What we mean by this is that it takes brains and skill and even a little planning to really succeed at it. Don't get us wrong – you can just pick up the game, ram the cart in the appropriate slot and hammer away at your control pad after only a very brief scan of the manual and you'll have some damn good fun for quite some time.

However, you won't do well if you use this technique to try and reach the later rounds. To accomplish this you need to become accustomed to all the special moves and abilities of the various characters.



THE QUESTION MARK REPRESENTS CLONUS, A MYSTERIOUS CHARACTER WHO TAKES ON THE TRAITS OF HIS OPPONENTS.



IN PRACTICE MODE, YOU CAN PRACTICE COMBAT WITH TWO, ONE OR NO ARMS, THUS ALLOWING YOU TO BE READY IF YOU LOSE THEM IN THE MAIN GAME.

is mind-blowing – literally!

Now, we know that many, many beat-'em-ups have their own special moves for different characters. In fact it's safe to say that it's more or less compulsory if the game wants to get anywhere near the retail outlets, much less into the sweaty hands of the gaming public, for the average beat-'em-up to have a whole host of specialised moves, many of which have instructions resembling complex genetic codes. These games in general though, no matter how enjoyable they are, tend to have one flaw – the fact that it is usually possible with at least one character to batter your way through the game

using only one or maybe two simple moves. Most seasoned beat-'em-up fans will know what we mean. It's never more apparent than when you invite your kid brother or sister to take you on at your latest gore-fest on which you've just spent the last two weeks perfecting every special 'ultra death' attack in the book, only to have them pulverise you into submission by just smacking the kick button as hard as possible with the first character they choose. It's all very well labelling them 'one move wonders' and explaining how they're not playing in the 'spirit of the game', but at the end of the day they've won, and let's face



HERE BOTH PLAYERS HAVE ACTIVATED THEIR SHIELDS. THEY WILL WEAR OFF AFTER A SHORT WHILE AND THEN NEED SOME TIME TO CHARGE UP AGAIN.

Minatek



FREAK CLASS: DOZER

A fully cybernetic Freak, Minatek no longer resembles anything vaguely human. He carries a huge mace weapon with a massive reach, but despite his destructive capacities and his bio-drive programming secretly dreams of rebelling against his company masters. His fatality involves spearing opponents with a huge claw and biting their heads off!



it, when it comes to sibling rivalry, that's what it's all about.

Some games have striven to overcome this problem. *Bushido Blade* on the PlayStation was one, and with its strict rules and 'one move kills' it produced an intelligent beat-'em-up. However, it wasn't what you'd call 'fast and furious' and so many fans of the genre rejected it as a bit slow and boring.

AN INTELLIGENT BEAT-'EM-UP?

If you're one of those people then despair no longer – and if you don't have one already then go buy an N64! *Bio Freaks* is a fast, exciting beat-'em-up that you can't defeat by just thumping all the powerful special moves. The reason for this is that everything in the game, no matter how effective or powerful, has a weakness. Take the guns for example. As mentioned earlier, when we noticed that guns were included in the game, we were worried that the whole thing would turn into a farce, with those



SAPO GETS A BIT OVER-EXCITING WHEN HE WINS – HERE HE STREAKS ACROSS THE ARENA (WELL, HE ISN'T WEARING CLOTHES, IS HE?)



ALTHOUGH MINATEK IS BIG, THAT DOESN'T MEAN HE'S SLOW! EVERY CHARACTER CAN CHARGE BY DOUBLE TAPPING TOWARDS AN OPPONENT.

Purge



FREAK CLASS: RETRO

Purge is a fanatical competitor with a Kamikaze mentality. His bio-drive chips are the most advanced among the Freaks, having been created by NewCell Incorporated, a rogue faction of Micro-Gene. Purge is a mass of rotating blades, including the ones on his back, and his fatality is hardly subtle – his blades carve opponents into several pieces.



So... THIS IT WHAT IT'S LIKE TO LOOK AT THE WORLD THROUGH A GIRL'S EYES IS IT? INTERESTING... WEIRD. BUT INTERESTING...

Ssapo

FREAK CLASS: MUTATE RETRO

Created by a small New Mexico conglomerate, Ssapo is a totally cybernetic entity with monstrous weaponry. Looking fairly scary anyway, the addition of Ssapo's huge mouth on the end of his arm would give the toughest Freak nightmares. His fatality is fairly unspectacular when compared with others, he dives at opponents and bites their heads off!



characters that have powerful guns standing back and hammering the weaker ones from a distance. And indeed, if you don't learn the controls, on the later levels the CPU players will do exactly that. Which is where mastery of the 'shield' function comes in.

The shield itself is a lot like the blade shields used in the cult sci-fi classic *Dune*, in that they will repel energy weapons but can be breached by contact from hand, foot or blade,

necessitating careful shield use – if you spend too much time concentrating on blocking shots then your opponent is going to hammer you physically.

All through the game you'll encounter this concept – someone will learn a seemingly game-beating move, and you'll then find one that counters it. And this is half the fun. Even the gory limb-loss aspect of the game comes in as part of the strategy. If an opponent has a particularly effective weapon on one arm for example, then you can concentrate on chopping it off. This works both ways of course – you may find your carefully planned strategy buggered in the first round if the other player

The best beat-'em-up on th



NOT ALL THE PLAYERS HAVE NORMAL BLOOD – SOME OF THEM HAVE GREEN, OR EVEN BLACK BLOOD. THIS ONE IS OBVIOUSLY RELATED TO MR SPOCK!



EACH FREAK HAS A BIOGRAPHY WHICH WILL POP UP IN DEMONSTRATION MODE IF YOU LEAVE THE GAME TO ITSELF.



YOU'LL GET BETTER RESULTS IF YOU PULL OFF COMBINATION MOVES.

lands a lucky strike and takes off your gun arm.

Even the hidden sudden-death fatalities which can win rounds in one blow aren't necessarily winning moves on their own. They take time to activate, so you'll find yourself countered if you try to pull them off in the middle of the battle. What you need to do is to first distract or subdue your opponent and use the brief breathing space to wind up the killing blow...

e N64 to date



CHECK OUT THE FREE-FLOWING LAVA IN THIS SHOT! THE LAVA EFFECTS ARE ACTUALLY ONE OF THE MOST IMPRESSIVE GRAPHICAL ASPECTS OF THE GAME.

Delta



FREAK CLASS: SYNTHOID

Delta is one of the most normal looking Freaks on the circuit, if you ignore her huge wings. She is fast, possibly the fastest, and wields two swords which can double, amongst other things, as huge lightsaber-like devices. Delta rejected a cybernetic arm, preferring to look natural, and her fatality is to carve opponents in two at their torso.



NOW THAT'S WHAT I CALL A LOVE BITE!
MOPS AT THE READY LADS, THIS GUY'S GOING TO NEED MORE THAN FIRST AID!



I DON'T BELIEVE IT, I LOST TO A ONE-ARMED MAN!

Bio Freaks is, quite simply, the best beat-'em-up on the N64 to date, and you'll have to go a long way to find something better. After this, *MK4* is gonna have to be something special! **BIO FREAKS WAS SUPPLIED BY THOSE TOP CHAPS AT DEPARTMENT 1. GET IN TOUCH WITH THEM ON: (0171) 916 8440.**

R⁶⁴

2nd opinion

CHRIST ON A BIKE! THIS GAME MAKES CHARLES MANSON LOOK LIKE A MILD MANNERED JANITOR! NICE FLUID COMBAT AND VARIED ATTACK PATTERNS, COMBINED WITH GOOD ENEMIES AI MAKES THIS GAME A REAL WINNER. IF YOUR TASTE FOR FIGHTING GAMES BLOODY RATHER THAN MEDIUM RARE, ADD THIS BABY TO YOUR SHOPPING LIST — ALONG WITH A SICK BAG! ADAM BOUSSADA

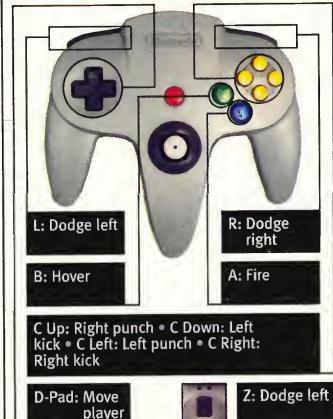
Rating:



04
magazine

THE BOTTOM LINE

Controls



Alternatives

Fighter's Destiny: Ocean (£54.99)

Reviewed: Issue 11, 80%

Mace: The Dark Age: GT Interactive (£59.99)

Reviewed: Issue 7, 70%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall



82

Soundbite:

THIS HAS TO BE A WORLD FIRST — AN INTELLIGENT BEAT-'EM-UP!

Ninfo

64
M.

Rumble Pak

Publisher:
Developer:Acclaim
ProbeGame Type:
Origin:Arcade puzzler
UKRelease Date:
Price:Out now
£49.99

Written by Roy Kimber

50



BUST-A-MO

It's NOT new. It's NOT original. It's been on EVERY other format you can think of. And it's STILL bloody AMAZING!

64
SIZZLER

Memory Options



MEMORY:
NONE
CONTROLLER PAK:
SAVES SCORES

\$64,000 Question

- + COLOURFUL
- + INCREDIBLY ADDICTIVE
- + BRILLIANT TWO-PLAYER GAME
- VIRTUALLY IDENTICAL TO PSX VERSION
- QUITE LARGE BORDERS
- DOESN'T STRETCH THE N64'S CAPABILITIES



WE WERE FIRST INTRODUCED to cute dragons Bub and Bob in the arcade classic *Bubble Bobble*. Now, following a long and varied career in a number of games on other formats, they've finally made it onto the N64 as the stars of the wildly addictive and immensely playable arcade puzzle game *Bust-A-Move 2*.

No doubt there will be a whole bunch of moaning minnies out there who will slate *Bust-A-Move 2* for being



IN THIS BRIEF SEQUENCE A NICELY RENDERED BUB WANDERS BENEATH A STARRY SKY. LOOKS GREAT, NOT SURE OF THE RELEVANCE THOUGH!

'nothing original' or for 'not making the most of the N64's capabilities'. You know what we at 64 MAGAZINE say to them? We say, "who cares?" This game is more addictive than crack cocaine, and a damn sight cheaper too!

Of course, on the subject of cheapness, it's worth pointing out that the N64 version of *Bust-A-Move 2* is practically identical to the PlayStation and Saturn versions, both of which you can pick up for a mere 20 English pounds. This means that if you've got a Saturn or a PSX as well as having an N64, then you're probably better off buying the cheaper version of the game – in fact, if you've any taste at all, then you should have it already! That is, however, the *only* reason not to buy *Bust-A-Move 2* for the N64, and considering that the majority of N64 owners don't own another console – many of them having sold their Playstations to buy N64's in the first place – that point is fairly moot, so let us never speak of it again.

BUSTIN' OUT

For those of you who've been living in a closet for the last five years or so, and have therefore never heard



BUB REACTS RATHER BADLY WHEN HIS OPPONENT ADDS BUBBLES TO HIS SCREEN – AS YOU CAN SEE HERE.

anything of the original *Bust-A-Move* or its numerous sequels, the gameplay is devilishly simple.

You play a small dragon – this isn't integral to the gameplay – you could just as easily control a large lump of yak cheese, but for the sake of completeness we'll explain it anyway. The objective of the game is to burst a whole load of bubbles by firing other bubbles from a bubble launcher to make groups (as in *Tetris*) while encouraging your opponent to fail. Make sense? No? Okay...



ONE-PLAYER PUZZLE MODE GIVES YOU A MUCH WIDER PLAYING AREA, ALLOWING YOU MORE FREEDOM TO PLACE YOUR BUBBLES.



WHEN YOU DESTROY A LOAD OF BUBBLES, VARIOUS OBJECTS WILL APPEAR. IN THIS CASE THEY'RE FULL OF STARS! (2001 QUOTE ANYBODY?)



HERE BELUGA IS GETTING ANGRY. EVERY CHARACTER HAS THEIR OWN PERSONALITY, BUT YOU'LL PROBABLY BE TOO INTENT ON YOUR BUBBLES TO NOTICE.

More addictive than crack cocaine, and

VE 2



YOU DON'T HAVE TO FIRE YOUR BUBBLE IMMEDIATELY, HOWEVER IF YOU TAKE TOO LONG YOU'LL GET A WARNING, THEN A COUNTDOWN AND IT'LL FIRE AUTOMATICALLY.

The usual style of play in *Bust-A-Move 2* is a split-screen competition against a bubble throwing opponent, be they human or CPU controlled. Each player starts with a cluster of coloured bubbles at the top of their screen, and a steady supply of the same in their launcher at the bottom. Every so often the screen will shudder, following which, one row of bubbles will be added to yours at the top of the screen, bringing your other

bubbles that much closer to your launcher, to you, and to the ominously named 'deadline'. By firing bubbles



THIS MECHANICAL CAT GIVES HEAD TO BUB. HMM, I'M SURE THERE'S A PUN IN THERE SOMEWHERE...

of specific colours at other bubbles of the same colour you form groups. Every time you form a group of three or more, they explode, or more accurately they burst, since they're



OKAY, SAY AAH... WOAH! ANYBODY GOT A BREATH MINT FOR THIS GUY?



ALL RIGHT, WHO LET THEM IN? NO ONE SAID ANYTHING ABOUT HAVING TO MESS WITH BATS - 'ORRIBLE, SLIMY CREATURES THE LOT OF THEM... OH WAIT, NO... THAT'S FROGS.'

a damn sight cheaper too!

A Brief History Of Bub And Bob

BUB AND BOB ARE VETERAN COMPUTER CHARACTERS, HAVING BEEN AROUND ALMOST AS LONG AS MARIO HIMSELF! THEY FIRST APPEARED IN THE FORM OF THE LITTLE DRAGONS WE ARE NOW SO FAMILIAR WITH IN *BUBBLE BOBBLE*, A PLATFORM BUBBLE-'EM-UP (LIKE A SHOOT-'EM-UP, ONLY WITH BUBBLES). AT THE END OF *BUBBLE BOBBLE*, THEY BECAME HUMAN, AND SET OFF TO SAVE THE RAINBOW ISLANDS IN THE APTLY NAMED SEQUEL *RAINBOW ISLANDS*.

BUB AND BOB'S THIRD OUTING WAS ALSO IN THEIR LESS CUTE HUMAN FORM, FOLLOWED DIRECTLY ON FROM *RAINBOW ISLANDS*, AND INVOLVED SAVING SEVEN WORLDS THROUGH THE USE OF MAGIC PARASOLS, HENCE THE NAME *PARASOL STARS*.

TIRIED BUT HAPPY AFTER THEIR ADVENTURES

IN *PARASOL STARS*, BUB AND BOB RETURNED HOME TO THE RAINBOW ISLANDS AND WHERE QUIETLY MINDING THEIR OWN BUSINESS WHEN SOMEONE TURNED THEM BACK INTO CUTE DRAGONS AGAIN AND THEY SET OFF IN PURSUIT OF SOME MAGICAL POTIONS FOR THE FOURTH GAME *BUBBLE MEMORIES*. THIS WAS TECHNICALLY THE END OF BUB AND BOB'S ADVENTURES, BUT SOME REMARKABLY SIMILAR DRAGONS NAMED BUBBY AND BOBBY (DESCENDANTS OF BUB AND BOB SURPRISINGLY ENOUGH) CROPPED UP IN TWO MORE GAMES, *BUBBLE SYMPHONY* AND *BUBBLE BOBBLE 2*. AND THAT WAS IT FROM BUB AND BOB UNTIL THEY REAPPEARED IN THE FORERUNNER TO *BUST-A-MOVE 2*, *BUST-A-MOVE*. AND THE REST, AS THEY SAY, IS HISTORY...

The Cast

IN STORY MODE BUB MUST TRAVEL A STRANGE WORLD, BATTLING BIZARRE OPPONENTS AS HE STRUGGLES TO GET HIS STARS BACK. HERE'S A BRIEF GUIDE TO THE KIND OF WEIRDOS YOU SHOULD EXPECT TO MEET ON YOUR TRAVELS.

1. BELUGA IS ONE OF THE CHARACTERS FROM THE ORIGINAL *BUBBLE BOBBLE*. HE'S A GHOSTLY BLOB WITH AN ENORMOUS TONGUE – WEIRD!



6. ANOTHER GIRL, THIS TIME ONE WHO LIKES DANCING – AN ACTIVITY THAT MAKES BUB FEEL QUITE DIZZY. DON'T LET HER ANTICS DISTRACT YOU.



2. THIS CLOCKWORK CAT HAS A RATHER DISTURBING TENDENCY TO LOSE HIS HEAD – LITERALLY. SHOULDN'T BE TOO DIFFICULT TO BEAT THOUGH.



7. YOU DON'T SEE CHAPS LIKE THIS EVERY DAY – A FLOATING HEAD WITH A CITY RESTING ON TOP OF IT! BIG HE MAY BE, BAD HE AIN'T.



3. BUTTER WOULDN'T MELT IN HER MOUTH AND YET THIS CUTE LITTLE GIRL IS ACTUALLY THE MOST DIFFICULT OPPONENT YOU'LL MEET BEFORE THE BOSS!



8. ANOTHER REFUGEE FROM *BUBBLE BOBBLE*, STONER LIVES UP TO HIS NAME BY MAGICALLY PRODUCING STONES! SHAME HE'S NO GOOD WITH BUBBLES...



4. LOOKING LIKE A LIGHTBULB IN A SUIT, THIS LITTLE CHAP HAS SOME ILLUMINATING IDEAS ABOUT STOPPING BUB.



9. A SCARY OPPONENT THIS ONE! SHE MATERIALISES IN A CLOUD OF BATS, AND DEFINITELY DOESN'T LOOK FRIENDLY. NOT TOO EASY TO BEAT, EITHER.



5. THREE EYES ARE BETTER THAN ONE, PARTICULARLY WHEN YOU'VE GOT A LARGE SWORD! THIS BLUE-SKINNED DEITY LOOKS NASTY BUT ISN'T MUCH TROUBLE.



10. THE FINAL BOSS LOOKS LIKE A CROSS BETWEEN COILEY FROM *BUBBLE BOBBLE* AND EDWARD SCISSORHANDS. HIS GAMEPLAY IS LETHAL TOO!



The Plot

WONDERING EXACTLY WHY BUB AND BOB ARE DOING WHAT THEY'RE DOING? WELL WONDER NO LONGER...



BUB: "WHAT A BEAUTIFUL NIGHT! MAKES YOU GLAD TO BE A SMALL GREEN DRAGON! WAIT A MINUTE, WHO'S THAT OVER THERE? IT'S THAT OLD NASTY BELUGA! WHAT'S HE UP TO?"



BELUGA: "AWIGHT BLUB! DON'T MIND ME! AH'M JUST OUT DOING A LITTLE... COLLECTING, YA MIGHT SAY."



BUB: "MY NAME'S BUB! AND WHAT ARE YOU DOING... YOU'VE NICKED ALL THE STARS! THEY DON'T BELONG TO YOU! PUT THEM BACK WHERE YOU FOUND THEM OR YOU'LL GET A SLAP!"



BELUGA: "YOU'LL HAVE TO CATCH ME FIRST... BLUBBY BOY!"
BUB: "RIGHT, THAT DOES IT! I'M GOING TO... ERM, USE A STRANGE BUBBLE LAUNCHER TO BURST LOTS OF BUBBLES – COME HERE!"

Special Stars

WELCOME TO SPECIAL STARS, WELCOME WHEREVER YOU ARE... IF YOU WANT TO WIN AT *BUST-A-MOVE 2*, MAKE USE OF THESE!



THE STAR BUBBLES ARE ESPECIALLY USEFUL.



HIT THEM WITH A BUBBLE OF ANY COLOUR...



...AND THEY WILL BURST ALL BUBBLES OF THAT COLOUR ON THE SCREEN!

BUST-A-MOVE 2 LEAVES YOU IN NO DOUBT AS TO WHO THE WINNER WAS. SOME MIGHT OBJECT TO BEING CLASSED AS A 'LOSER' THOUGH.

THIS GAME IS FAST PACED. YOU CAN'T EVEN HALT THE GAME TO PLAN YOUR NEXT MOVE, BECAUSE ALL THE BUBBLES DISAPPEAR WHEN YOU PRESS PAUSE.

bubbles after all. If any bubbles are hanging from the group you destroy, they drop off the screen. Destroy or drop a large group and they are added to the bubbles on your opponent's screen. The trick therefore is to increase the amount of bubbles on your opponent's screen so that their bubbles hit the deadline at the bottom before yours do.

Bob A Job

Variations on this theme are the one-player puzzle and time trial modes, where you don't compete against another player and the top of the screen doesn't add bubbles, but instead drops lower on little hydraulic pistons every so often. The aim therefore is to remove all the bubbles before they reach your deadline at the bottom.

The gameplay in *Bust-A-Move 2* is simple to learn, but quite difficult to master. The trick is to set up chains of large numbers of bubbles, but the risk in doing this is that your opponent may dump his bubbles on

you when you're not ready. A steady hand is necessary, as is a good eye for angles, because you're able to bounce bubbles off walls at specific angles to score – and you thought that your GCSE physics would never come in handy! *Bust-A-Move 2* is also novel in that the CPU player can lose the game without any help from you – and often does!

And that's about it! There's little more that can be said about *Bust-A-Move 2* because it is such a simple, albeit wonderfully thought out concept. The final comment though must be this: it may not be new, although it is new to the N64. It may also not be stretching the 'vast capabilities' of the N64, but *Bust-A-Move 2* is one of the best games available for the console at the moment, and is certainly the most addictive N64 game on the market so far!



YOU'LL MEET A VARIETY OF EXTREMELY WEIRD OPPONENTS. THIS CHAP, FOR INSTANCE, GIVES NEW MEANING TO THE PHRASE 'BIG HEADED'.

2nd opinion

FAN-BLEEDIN'-TASTIC IS THE BEST WAY TO DESCRIBE THIS GAME. LIKE *Puyo Puyo*, IT COMPLETELY FAILS TO PUSH THE HARDWARE AT ALL, BUT MAKES UP FOR THIS BY BEING MADE FROM PURE LIQUID ADDICTION. *BUST-A-MOVE 2* IS THE SORT OF GAME YOU'LL KEEP COMING BACK TO LONG AFTER GRAPHICALLY SUPERIOR GAMES ARE GATHERING DUST.

ANDY McDERMOTT

Rating:



THE BOTTOM LINE

Controls



Alternatives

Puyo Puyo Sun 64: Compile (import)

Reviewed: Issue 8, 87%

Tetrisphere: Nintendo (£39.99)

Reviewed: Issue 10, 75%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall



91

Soundbite:

JUST GOES TO SHOW THAT THE OLD ONES ARE STILL THE BEST!

64 POWER CHEATS

SHOOT EM UPS

Goldeneye, Lylat Wars, Turok, Doom 64, Hexen, Shadows of the Empire, Quake 64, Duke Nukem 64.

08900 395071

BEAT EM UPS

Mortal Kombat, Mythology, Mace, War Gods, Dark Rift, Mace, Sub-Zero, Fighters Destiny.

08900 395072

RACING GAMES

Diddy Kong Racing, Extreme G, Top Gear Rally, 1080° Snowboarding, Multi Racing Championship, San Francisco Rush, Snowboard Kids.

08900 395073

PLATFORM / SPORTS GAMES

Mario 64, Mischief Makers, Yoshi's Story, NHL Breakaway '98.

08900 395074

PSX POWER CHEATS

BEAT EM UPS

Bushido Blade, Mortal Kombat, Fighting Force, Soul Blade, Bloody Roar, Cardinal Syn, Nightmare Creatures, Tekken 2 and 3, Toba No 1, Street Fighter Alpha 2.

08900 308012

SHOOT EM UPS

Red Alert, Nuclear Strike, Auto Destruct, Colony Wars, MDK, One, Resident Evil 2, G-Police, Alien Trilogy, Doom, Dark Forces, Mech Warrior 2, Z, X-Com, Shadow Master, Xevious 3D/Gt, Ray Storm, Critical Depth, Steel Reign, Dark Omen, Diablo, Reboot.

08900 308013

RACING GAMES

Cool Boarders, Grand Theft Auto, British Touring Car, Test Drive 4, Motorhead, VR Powerboat Racing, Rapid Racer, V-Rally, Micro Machines V3, Need for Speed 2, Ray Tracers, Need for Speed 3, Porsche Challenge, Rage Racer, Rally Cross, F1 '97, Formula Karts, Gran Turismo.

08900 308014

PLATFORM GAMES

Crash Bandicoot 2, Frogger, Tomb Raider 2, Croc, Abe's Oddysee, Gex 3D, Klonoa, Pitfall 3D, Pandemonium 2, Ray Man, Deathtrap Dungeon, Final Fantasy VII, Skull Monkeys, Theme Hospital.

08900 308015

SPORTS GAMES

Actua Soccer 2, FIFA '98, NBA Hangtime, NBA Live '98, Total NBA '97, Three Lions, World Cup '98, Adidas Power Soccer, Madden, NFL '98, NFL Game Day '98, World League Soccer '98.

08900 308016

REGULAR UPDATES OF THE LATEST CHEATS

Calls cost 50p per minute at all times. Please seek permission from the bill payer before making the call. This may be a long call.



Ninfo



Contributor



64

M-

Rumble Pak

Publisher:
Developer:Hudson Soft
Hudson Soft
Game Type:
Origin:Platform:
JapanRelease Date:
Out now (import)

£59.99

Written by Andy McDermott

54

Memory Options

MEMORY:
FOUR SAVE
SLOTS
CONTROLLER PAK:
N/A\$64,000
Question

- ⊕ IMAGINATIVE ENEMIES
- ⊕ IMPROVED CONTROL
- ⊖ FAR TOO EASY
- ⊖ TINY LEVELS
- ⊖ INFINITE CONTINUES
- ⊖ JUST ANOTHER PLATFORMER
- ⊖ NO MULTI-PLAYER GAME!

THE FIRST LEVEL OF *BOMBERMAN HERO* IS NICE AND SIMPLE. PROBLEM IS, SO'S THE REST OF THE GAME.

THE TIMER ON THE GIANT BOMB HAS TICKED DOWN TO... OH. OH! AARRGH! TIME TO SPRINT FOR THE TELEPORT PODS!



THE DISH ON THE BACK OF THIS GIANT STONE LION NOT ONLY GENERATES A SHIELD, BUT ALSO LETS HIM GET SKY SPORTS.

BOMBE

Bomberman is **BACK!** And he's **FORGOTTEN** something. **CHALLENGE.**

PICTURE THIS: AFTER THE release of *Bomberman 64*, Hudson Soft gather up all the magazine reviews from around the world. They check the Internet to see what online gamers have to say. They call in a focus group, who play the game while sipping tea and munching their way through several packs of biscuits. The end result of all this is that they know what people consider

to be the shortcomings of the first game, and what gamers want out of the next one.

'Improved camera control', goes the wish-list. 'Bigger levels. More challenging puzzles. A multiplayer game that's as good as the one from SNES *Super Bomberman*. A general extension of the Bomberman character's unique videogame characteristics. And, for God's sake, don't make the next one into just another identikit platformer'.

Bomberman Hero

The focus group departs, leaving behind nothing but biscuit crumbs and a strange peaty aroma. Hudson Soft's top suits then sit down around a big table and ponder the results of their survey.

And then completely ignore them.

IT'S DA BOMB

Bomberman Hero: Queen Milian's Rescue (to give its full title) involves, as even the slowest-witted will no doubt have worked out by now, the



AN EVIL TAMAGOTCHI ADVANCES ON OUR HERO. GET BENT, YOU POINTY-HEADED PUNK!



WHEN YOU SEE A WALKING BOMB HOLDING ITS BREATH, YOU KNOW IT'S EITHER TIME TO A: RUN AWAY, OR B: STOP SMOKING THAT STUFF.



THE HEAT FROM THE LAVA CONSTANTLY REDUCES BOMBERMAN'S ENERGY, SO HE NEEDS TO POP INTO THESE HANDY CUBICLES TO RECHARGE.



A COUPLE OF LEVELS HAVE BOMBERMAN RIDING A GREEN KANGAROO-TYPE BEAST, A CREATURE FROM THE SUPER NES BOMBERMAN GAMES.



BOMBERMAN HERO

rescuing of Milian, a queen, by the hero, who is Bomberman. The storyline, being in Japanese, the exact details are rather hard to determine, but from the frequent cut-scenes it appears that some guy in blue armour has kidnapped her majesty for purposes malign. Only Bomberman and his robot mate, a techno-dancing

pommed protagonist leaping around and chucking bombs like a terrorist version of Mario.

Another change is the camera; going against the grain of Nintendo's intentions for the N64 and those four little yellow buttons on the controller, *Bomberman Hero* has only a single camera angle. Although you can

When they do, which fortunately happens fairly infrequently, it's all but impossible to work out where you are or exactly what you're doing, because you can't shift to a better camera angle! The annoying thing is that when this happens, you're invariably either under attack from *Bomberman Hero*'s numerous wacky monsters, or

doesn't so much possess a learning curve as a flatline

leftover from *The Space Sentinels*, can save her!

The obvious change that has taken place between *Bomberman 64* and *Bomberman Hero* is the addition of... wait for it... a jump button. Do what? Even though *Bomberman 64* was, in terms of looks, a platform game, it at least approached it in an innovative way by forcing players to make tactical use of their bombs to get around the levels. *Bomberman Hero*, on the other hand, has the pom-

rotate the camera slightly to judge distances better, 99 per cent of the time you're looking at the levels from one side, the camera tracking as Bomberman runs around. It's like a stage set – Kenneth Branagh is Bomberman at the Old Vic!

In order to stop things getting in the way like a basketball player in a top hat in front of you at the cinema, the levels have for the most part been designed so that potential obstacles don't obscure your view of the action.



TAKE TO THE AIR WITH A STRAP-ON JETPACK AND DO YOUR PART TO PREVENT CORROSIVE BIRD DROPPINGS ON CARS!



THE GUNS OF MINESTRONE! THIS HUGE CANNON HAS TO BE DESTROYED BEFORE BOMBERMAN CAN FLY THROUGH THE EXIT.

Power Extreme!

CAST YOUR MIND BACK TO THE DAYS OF *GET FRESH!*, PRESENTED BY GAZ TOP AND GILBERT THE ALIEN. FOR GAZ, THE FUTURE HELD ONLY *HOW 2* (AS IN 'HOW 2 GET YOUR CAREER OFF THE SKIDS?') AND *CHALLENGE TV*, WHEREAS GILBERT GOT HIS OWN SHOW, THE STUDENT FAVOURITE *GILBERT'S FRIDGE*. THE LOW-RENT SATURDAY MORNING EXTRAVAGANZA WOULD HAVE LANGUIISHED UNREMEMBERED ALONGSIDE THE LIKES OF *FUN FACTORY*, *THE SATURDAY BANANA* AND *GHOST TRAIN*, IF NOT FOR ITS CARTOON, *CENTURIANS*. A SIMPLE CRY OF "POWER EXTREME!" AND SOME ECHO EFFECTS COULD TRANSFORM SOME POORLY-ANIMATED MEN AND THEIR DOG INTO EVIL-DEFATING CYBORG BATTLE MACHINES, AVAILABLE FROM A STALL IN YOUR LOCAL INDOOR MARKET AT BARGAIN PRICES. THEY DON'T MAKE 'EM LIKE THEY USED TO. THANKFULLY.

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BOMBERJET!



BOMBERSUB!



BOMBERCOPTER!



BOMBERHOVERSKATEBOARDTHING!



perilously close to the edge of a ledge above a pool of lava. One slip and it's Bomberman flambé.

IT'S-A ME! BOMBERMAN!

The transformation of the *Bomberman* games from action puzzlers into platform games with bombs is now complete.

Bomberman's controls are all but identical to those of Mario, all that's missing being the traditional bottom-bounce. He can leap like a loon, push objects around and even dangle precariously from ledges, though how he manages this when his ball-shaped hands are noticeably lacking in dexterous digits is something of a mystery. Although water is still unaccountably lethal (maybe it stifles



WELL-TIMED BOMBS ARE NEEDED TO BLOW UP THE SPINNING BALLS PROTECTING THIS... THING.



MIRRORS. DARK REFLECTIONS OF OUR INNERMOST SOUL, OR EXCUSES FOR WEIRD LEVELS IN PLATFORM GAMES?

his fuse or something), Bombie can now at least wade through shallow pools, so death isn't quite as common as it was in *Bomberman 64*.

In addition to the numerous platform stages, which make up the bulk of the game, *Bomberman Hero* also boasts several sub-levels where the hero in a bobble hat is transformed into a variety of death-dealing vehicles in the manner of the old *Centurions* cartoon (see the "Power Extreme!" boxout). For these

levels, the game changes into a kind of mini-*Lylat Wars* as Bomberman hurtles down the trench-like levels, shooting everything in sight. Well, maybe 'hurtles' isn't quite the right word. 'Ambles', perhaps, or 'strolls', if you can be said to stroll in a jetpack.

Also in the style of *Lylat Wars*, unfortunately, these sections are somewhat on the easy side. With a very few exceptions, where a specific task (either destroying all the enemies or collecting a certain object) has to

Devoid of real challenge



THE PUZZLES IN *BOMBERMAN HERO* ARE MUCH SIMPLER THAN IN *BOMBERMAN 64*. TO REACH THE GEMS ON THE LOWER PLATFORM...



...BOMBERMAN SIMPLY HAS TO DROP A BOMB AND TAKE OUT THAT BRIDGE!



TO EXIT THIS LEVEL, BOMBERMAN HAS TO COLLECT FOUR CRYSTAL SHARDS. THAT'S ONE THERE, GUARDED BY A WALKING ONE-EYED POLLEN-PUFFING PLANT.

be performed, even an irate rhino would have the necessary joypad dexterity to reach the end of the level.

LEMON SQUEEZY

In fact, this kind of easiness is something that permeates *Bomberman Hero* like cigarette smoke in a nightclub. I sense the dread hand of Nintendo at work, insisting that all N64 games are nice and easy so as not to frustrate anyone. Which is fair enough, so long as ease in early stages is to allow gamers to get used to the controls and the special tricks of their character before moving on to more challenging matters.

Bomberman Hero doesn't quite get this right. Things are nice and simple to begin with, allowing gamers to get used to the controls and the special



ROBOT ROLL CALL! THIS IS BOMBERMAN'S BEST MATE, WHICH DOESN'T SAY MUCH FOR HIS SOCIAL SKILLS.



A QUICK BIT OF BOMB-CHUCKING OPENS UP THE FLOODGATES OF THE LAVA DAM. JUST AFTER THIS SHOT WAS TAKEN, JAMES BOND BUNGED IN.

GAINING THE ABILITY TO JUMP HAS ALSO GIVEN BOMBERMAN THE USE OF GRIPPING HANDS, AND PROBABLY EAGLE EYES.

tricks of their character before moving on to more challenging matters. Which never appear. The five main worlds of the game flick by almost in a blur, individual stages scarcely even having the time to register on the retina before Bomberman is through the exit and onto the next. Only the levels that vary from the usual platform formula – a low-gravity stage where a jump propels Bomberman 50 feet into the air; a room where the platforms can only be seen in a mirror on the back wall, effectively reversing the controls; a rather annoying pair of levels where Bomberman rides a kangaroo and has to make carefully-timed jumps from wall to wall to proceed – stick in the memory.

Making the extreme simplicity of completing the levels all the more insulting is their small size. *Bomberman 64* at least sprawled a bit, requiring the player to complete tasks in one section before going back to a previously impassable obstacle. In *Bomberman Hero*, once a level is finished, that's it, and it is all too common that a new stage can be entered, explored and departed in just a minute or two without anything even vaguely obstructive getting in the way. Only the bosses present any kind of challenge, and even they succumb to your bombs after a

couple of attempts. Should you somehow run out of lives, never mind – you've got infinite continues. The game doesn't so much possess a learning curve as a flatline.

No CHALLENGE TV

While *Bomberman Hero* improves on its predecessor in some ways – the enemies are more varied, the controls more precise and, when they move away from the usual platform stuff, the levels have some quite imaginative touches – it is devoid of real challenge. Sure, some people might whinge (as they did about *Yoshi's Story*) that the real point of the game isn't just to finish, it's to collect every gem and find secret items – but if that's the case, why not make the game so that you damn well *have* to find everything in the first place? That's why I prefer *Mischief Makers* to *Yoshi's Story* – it's still a satisfying challenge even if you don't go the extra mile for the secrets. Making the player *work* to reach the exit makes a lot more sense than just

leaving it invitingly open and making vague promises about bonus stuff for the conscientious.

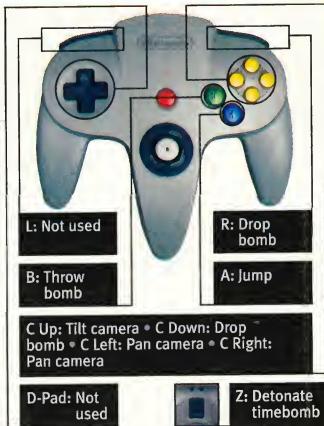
The final problem I have with *Bomberman Hero* is, quite simply, this: where the hell is the multiplayer game?

BOMBERMAN HERO WAS SUPPLIED BY THE JOYPAD, BOURNEMOUTH R64
ON (01202) 311611.

Alternatives

64 magazine THE BOTTOM LINE

Controls



Alternatives

Super Mario 64: Nintendo (£49.99)

Reviewed: Issue 1, 92%

Bomberman 64: Nintendo (£49.99)

Reviewed: Issue 9, 80%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall



52

Soundbite:

AS EASY AS PIE, ABC, SUNDAY MORNING, CARTMAN'S MOM, BLINKING...



AT THIS POINT, THE LEVEL DESIGNER'S FLOWER POWER PAST UNEXPECTEDLY CAUGHT UP WITH HIM.



BOMBERMAN THROWS A BOMB AT AN ENEMY. © 1998 STATE THE OBVIOUS LTD.





At the end of the qualifying round you'll be shown your position on the starting grid for the main race.



At the start of the race you'll get a quick look at the cars before they shoot off to find the start of the track.



To get a turbo start, hold down A and B at the start and then release B when the 'Ready' message appears.

Ninfo



64 M.

Publisher:
Developer:ASCII
LocomotiveGame Type:
First Reviewed:Racer
Issue 10Release Date:
Price:Out now
£59.99

Memory Options **MEMORY:**
NONE
CONTROLLER PAK:
SAVES RECORDS
AND TRACK GHOST

PAL Performance

- HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?
- BORDERS: SMALL
- SPEED: NO NOTICEABLE DROP IN SPEED OR RESOLUTION

Fast ACTION!
Exciting COURSES!
Thrilling MULTIPLAYER
games! But **ENOUGH** about *Extreme G*, on with the *Aero Gauge* **REVIEW!**



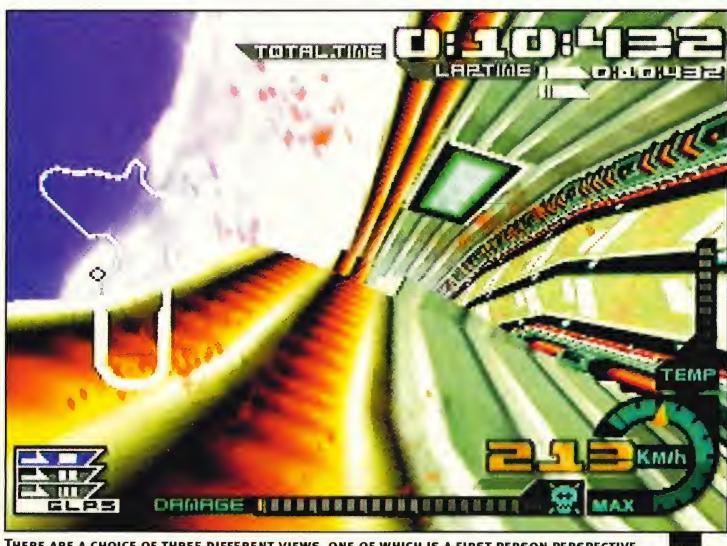
AER



MUST BE THE TIME OF YEAR
OR something, but having two UK games with 'Aero' in the title appearing in the same month is a bit of a weird coincidence. The fact that they're also both complete trash is another weird coincidence.

Aero Gauge is basically *Wipeout*. If you're one of those hardcore Nintendoids who won't even look in

There's none of the imagination or detail that went in



THERE ARE A CHOICE OF THREE DIFFERENT VIEWS, ONE OF WHICH IS A FIRST PERSON PERSPECTIVE.

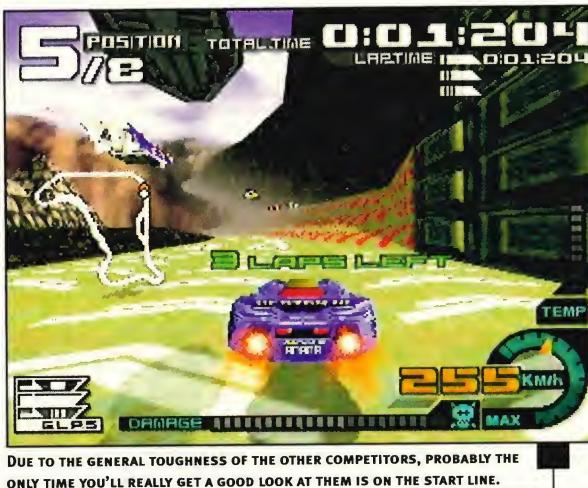
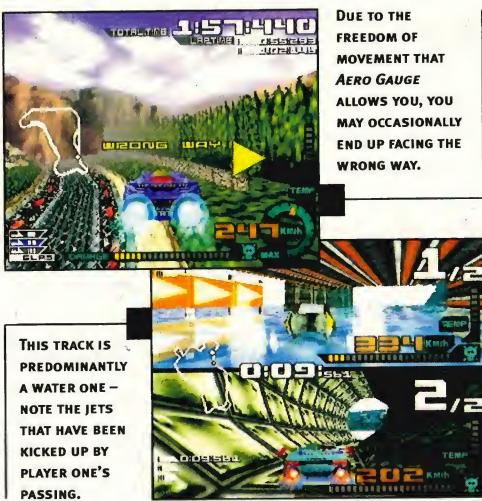
the window of Dixons in case you catch a glimpse of a PlayStation and explode in a mad rage, and so need it explained to you what *Wipeout* is, it's a futuristic racing game where hovercars race at high speed around twisting courses. Which is exactly what *Aero Gauge* is. Except without the smart soundtrack. Or the weapons. Or the speed. Or the visuals. Or the fun.

In each race there are eight vehicles charging round the course, which you'd think would be enough to give you a bit of challenge as you try to overtake them. Not so. If you thought the snowboarding feck-knuckles in *1080° Snowboarding* were dense, the rival racers in *Aero Gauge* make them look like Michael Schumacher on the speed, cunning and ramming British

opponents off the track fronts. *Aero Gauge*'s enemies just cruise around the courses on autopilot, without showing the slightest indication that they even know you're there. They don't try to block you, they don't jostle for position... hell, they don't do much of anything!



OPPOSING CRAFT WILL HAVE NO QUALMS ABOUT RAMMING YOU OUT OF THE WAY.



O GAUGE

TURBO BUST

The actual challenge in the game comes from trying to get around the courses without hitting anything. Sounds easy enough, doesn't it? Not when the track pops up about three feet ahead of your vehicle, it isn't. There might be games on the N64 that have had worse pop-up (not that I can think of any right now), but there aren't any where it's been more destructive to the gameplay. Racing games should be



2nd opinion

I HAVE TO ADMIT THAT I DIDN'T THINK THIS GAME WAS QUITE AS BAD AS LOZ DID... AT LEAST AT FIRST. THE CRAFT ALL HANDLE WELL AND THE GAME IS CERTAINLY FAST. HOWEVER, THE POP-UP CAN BE QUITE SEVERE AND THE DIFFICULTY LEVEL IS JUST TOO HIGH. HENCE: NOT MUCH FUN. ROY KIMBER

Rating:



The fact is, if you want a high-tech racing game for the N64, you've really got three choices. 1: Buy *Extreme G*. 2: Wait for *F-Zero X*. 3: Wait for *Wipeout 64*. There is a fourth option, but that involves buying *Aero Gauge* so it's not worth bothering about. You'd be better off spending the money on bubbly chocolate bars.



to something like *Extreme G*

all about testing your skill and reactions, but doing it by dropping obstacles in your path just before you hit them isn't the way to go about it.

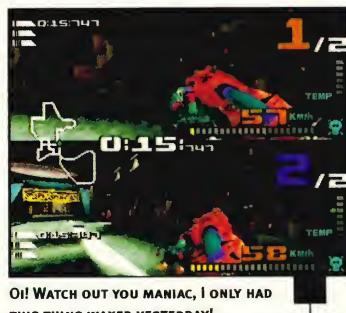
The racing itself isn't much cop either. Winning is entirely dependent on using turbos, which are fired in the most bloody stupid way imaginable. In the middle of a race, you have to hold A, make a sharp turn while holding Z, then release both buttons. Yeah, that makes sense, doesn't it? Especially when you realise that making a sharp turn usually puts you into a wall.

That's not to say that you won't eventually get the hang of it. You will. And then you'll win pretty much every time, since, as long as your turbo doesn't overheat, you'll leave the other racers inhaling your exhaust fumes. From pointlessly over-

challenging to totally unchallenging in about 3,000 annoying steps.

NOT LOVELY BUBBLY

To be fair, *Aero Gauge* does offer things like hidden tracks and extra cars, including one that looks like an N64 controller. The problem is that you'll have totally lost interest in the game long before you get to open these up (unless you cheat, which lowers the lastability of the game even more). The controls are clumsy, the pop-up unforgivable and even with the hidden courses, there just aren't enough tracks. It doesn't even look that good. There's none of the imagination or detail that went into something like *Extreme G*, just a load of rocks, cheap sci-fi gridwork and lurid neon lights.



64
magazine
UK UPDATE

Controls

L: Change up a gear
R: Change up a gear

B: Accelerate
A: Brake

C Up: Change HUD view
C Down: Alter viewpoint
C Left: Alter viewpoint
C Right: Look behind

D-Pad: Not used
Z: Change down a gear

Alternatives

Killer Instinct Gold: Nintendo (£54.99)

Reviewed: Issue 1, 75%

War Gods: Midway (import)

Reviewed: Issue 3, 59%

Rating Graphics



Audio



Gameplay



Lasting Challenge



Overall



40

Soundbite:

ANOTHER BIG LET-DOWN FOR GAME-STARVED BRITISH N64 GAMERS!

AERO FIGHTERS

Ninfo

Players



Cartridge



64 M.



Rumble Pak



No

Yes

Publisher:
Developer:Video System
ParadigmGame Type:
First Reviewed:Shoot-'em-up
Issue 9Release Date:
Price:Out now
£54.99

This **GAME** was quietly **SLIPPED** onto the shelves before any **MAGS** could review it. Gee, I wonder **WHY**?



I HATE THIS GAME. I REALLY do. I hate it so much that I don't even want to review it. Instead, I'm going to hand the task over to a group of fictional characters. Off you go, folks!

Memory Options



MEMORY:

SAVES
PROGRESS AND
BONUS PLANES

CONTROLLER PAK:

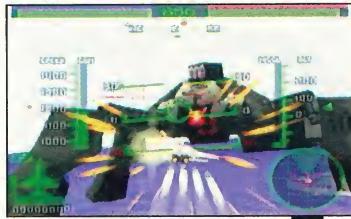
N/A

PAL Performance

HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?

BORDERS: MASSIVE! ALMOST A QUARTER OF THE SCREEN!

SPEED: DESPITE THIS, IT'S STILL A JERKY PLODDER



MAO-MAO, THE SECRET CHARACTER, MAKES A SUICIDE DIVE AT THE WALKER'S VULNERABLE EYE.



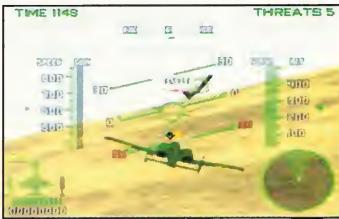
EVEN WITH AN IMPROVED FRAME RATE, THE TWO-PLAYER GAME IS STILL A PAIN BECAUSE IT TAKES AN ETERNITY JUST TO GET THE OTHER PLAYER IN YOUR SIGHTS.



THE FIRST BOSS IS THIS GIANT WALKING ROBOT, WADING THROUGH TOKYO. WE NEED YOU, GODZILLA!



HAWK'S F-14 UNLEASHES A BARRAGE OF PHOENIX MISSILES AGAINST THE OCEAN-GOING LEVIATHAN SUBMARINE BATTLESHIP. JUST WHEN YOU THINK YOU'VE SUNK IT, THOUGH, IT COMES BACK TO LIFE...



IF YOU NEED TO GET TO GRIPS WITH THE CONTROLS, *AERO FIGHTERS ASSAULT* OFFERS THREE TYPES OF TRAINING MODE. THIS HERE'S THE DOGFIGHT.

Ka-booom!

AERO FIGHTERS ASSAULT IS TOTALLY LACKING IN ANYTHING GOOD - APART, THAT IS, FROM ITS IMPRESSIVE EXPLOSIONS. WHEN SOMETHING GOES UP, IT GOES UP IN FLAMES WITH BITS OF DEBRIS FLYING EVERYWHERE. I GUESS THAT MAKES IT ALL WORTHWHILE, DOESN'T IT? ACTUALLY, NO.

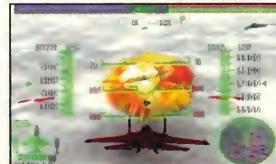


PHOEBE FROM FRIENDS

"Ooh, hey, I'd like to review this game, but no. You know when you spin round and round and blink really fast so that everything goes stop-start-stop-start-stop-start? That's what this is like, only without the head rush. So it's sort of not worth doing. And there's this noise that goes 'Shhhh, shhhh' all the time, which should sound like the sea and be relaxing. But it isn't, it's like so not relaxing it's the exact opposite. Ooh! Ooh! And the black bars at the top and bottom of the screen are so big it's like watching a widescreen TV! Which is cool 'cause I don't have one. Oh, but that's not good, is it? Heh, okay. There's a thing where two people can play against each other, which I asked my friends to play, but they always got these really weird looks on their faces after a little while and asked me if they could, y'know, not. Chandler wanted to know if it could be any less dependent on skill and Joey said if he wanted to go around shooting stuff he'd go get lost in space or something. Oh yay, I just got that! Anyway, if you could take bad karma and turn it into a game, this is what you'd get."



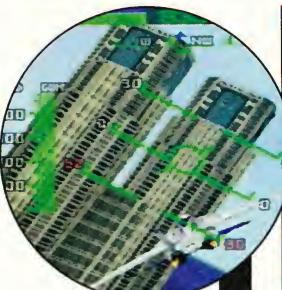
NO, YOUR EYES DO NOT DECEIVE YOU - *AERO FIGHTERS ASSAULT* HAS BIGGER BORDERS THAN CHINA!



ASSAULT

SEVEN OF NINE FROM SEX BREAST VA-ER, STAR TREK VOYAGER

"YOU WISH ME TO ASSESS THE QUALITATIVE PROPERTIES OF THE ENTERTAINMENT PROGRAM *Aero Fighters Assault*. Very well. From my observations I conclude that this crude program is inadequate for its function. The level structure is poorly organised, allowing immediate engagement of the so-called 'boss' without any requirement to defeat those enemies guarding it beforehand. Control functions of your primitive air vehicle are lacking in precision and finesse, making accurate weapons aiming all but impossible. Graphical definition is low, yet despite the lack of detail the program can only manage a slow frame rate, further impeding control. There is also a lack of logic; you can crash your aircraft repeatedly, yet if it is destroyed by enemy fire just once the game ends instantly. It is precisely this lack of coherence and purpose that makes me wish to return to the Collective. And as a final comment, may I note that if that gravel-voiced bitch Janeway gives me one more lecture about why I should be happy to be human, I intend to whup her sorry ass into next week."



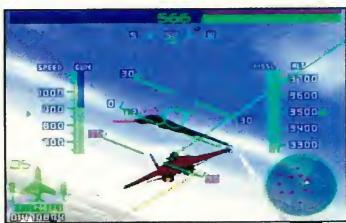
THE TOKYO METROPOLITAN GOVERNMENT BUILDING. BEEN THERE, SEEN THAT, DONE THAT.



THE TWO-PLAYER GAME, ODDLY ENOUGH, IS ACTUALLY FASTER AND SMOOTHER THAN THE SOLO GAME. MIND YOU, IT IS ONLY SHIFTING TWO AIRCRAFT AROUND AT ONCE.



THE AIRCRAFT HAVE QUITE A LOT OF DETAIL, WHICH UNFORTUNATELY YOU CAN'T APPRECIATE MOST OF THE TIME.



SHOOTING AT A B-2 BOMBER WITH... OH, I CAN'T TAKE THIS ANY MORE. HATEFUL GAME, HATEFUL. GET IT OFF THE MONITOR!

PRIME MINISTER TONY BLAIR

"NEW LABOUR, NEW BRITAIN, NEW VIDEOGAMES. THE entertainment of the next millennium. The challenge ahead of us, to create videogames that stimulate. That challenge. That take us to the next level. But we must be vigilant. We must beware. Games from the past return to hinder our progress. Yes. There are games out there that fail to advance. That fail to impress. That fail to entertain. Games that concentrate on superficial details at the expense of overall gameplay. That spend so much time on supposedly realistic flight controls and impressive explosions they sacrifice the other features necessary for an enjoyable package. Features like speed. Smoothness. Excitement. Challenge. All fine features. All lacking from *Aero Fighters Assault*. A game low in quality. Low in ideas. Low in value. The very opposite of New Labour's message. Which is whatever I wish it to be. Tomorrow belongs to me. Thank you."



THE KIDS FROM SOUTH PARK

Stan: "We get to review a videogame? Wow, cool!"

Kyle: "Yeah! Plug it in, Stan!"

Cartman: "Hey! Hey! I get to play it first, you buttlickers!"

Stan: "Screw you, fat ass! It's my Nintendo!"

(They plug the game in and switch on. After a few minutes...)

Cartman: "This sucks! When I play a videogame I want to see blood and naked chicks bringing me pie!"

Kyle: "As a flight simulator it's too simple and unrealistic, and as an action game it's too boring."

Stan: "Yeah, it's even slower than Cartman."

Cartman: "Hey!"

Kenny: "Mf wffwmm mwss wff pff ffifff mm ffrmmf mff ffeemff fwmm mff fffps mff."

Kyle: "What? Both your eyes look American, Kenny."

Cartman: "And you can't even afford cheese."

Stan: "Turn it off, dude. Terrance and Phillip are on."

(Kenny pulls the cart from the N64 – without switching it off. In a freak mishap, 50,000 volts run through him, making his eyeballs explode and leaving him a charred husk.)

Stan: "Oh my god! *Aero Fighters Assault* killed Kenny!"

Kyle: "You bastards!"

AERO FIGHTERS ASSAULT WAS SUPPLIED BY DEPARTMENT 1, SUFFOLK HOUSE, 1-8 WHITFIELD PLACE, LONDON W1P 5SF.
TEL: (0171) 916 8440.



2nd opinion

I CAN'T BELIEVE I GAVE THIS GAME 61% THE FIRST TIME AROUND! WHAT WAS I ON? I MUST'VE BEEN DRUGGED! SURELY THE IMPORT VERSION WASN'T THIS NAFF? ANYWAY... IT'S RUBBISH! DO NOT BUY IT, UNDER ANY CIRCUMSTANCES! ROY KIMBER

Rating:

64
magazine
UK UPDATE



Controls



Alternatives

Pilotwings: Nintendo (£59.99)

Reviewed: Issue 1, 74%

Wild Choppers: Midway (import)

Reviewed: Issue 9, 70%

Rating Graphics



Audio



Gameplay



Lasting Challenge



Overall

20%

Soundbite:

A STEP BACK FROM THE DECADE-OLD *AFTERBURNER*, AND ANOTHER SHAMEFUL ADDITION TO THE N64'S DEPRESSINGLY LARGE CATALOGUE OF DROSS.

61



Cheats, cheats and more cheats... we've got 'em all! Well, not *all* exactly, only the new ones. After all, we've already given you the rest! This month we're all suffering from World Cup fever, so we thought it'd be appropriate to give you a guide to EA's official footie title. And of course, this issue wouldn't be complete without a bit of gratuitous first person monster mangling...

68 WORLD CUP '98

Having problems with this top soccer game? Study our three-page guide and you'll soon be top of the league!



74 QUAKE 64

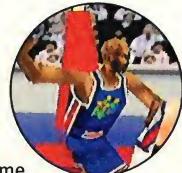
Return to the dark world of *Quake 64* this month in the second part of our fully-mapped guide, covering all the secrets, weapons and monsters.



Kobe Bryant In NBA Courtside

HARDLY ANYONE IN THE OFFICE HAD HEARD OF HIM, BUT

Kobe Bryant's basketball game turned out to be a winner. Now you can enhance your ball-bouncing action with these brand new cheats!



PLAY HIDDEN TEAMS

From the main menu, hold L and select a Pre-Season game by pressing A. If you now scroll right you'll find that three new teams will be available, the Nintendo 'Plumbers', the N64 'Gamers' and the Left Field 'Lefties'.



VIEW REPLAY

Hold B and Z after you score to view an instant replay of the basket.

ALTERNATE REPLAY ANGLE

Hold down B during an instant replay.

HANG ON THE BASKET

After executing a two-handed dunk, hold B and your player will hang onto the rim of the basket. Be careful not to hang on too long or a technical foul will be awarded against you.



ClayFighter 63 1/3 Sculptor's Cut

IT WAS RUBBISH THE FIRST TIME AROUND, AND WE'RE FAIRLY SURE IT'LL BE rubbish in this rental-only 'special edition'! However, for those of you with nothing better to do than rent it, here's how to get the secret characters...

PLAY AS BOOGERMAN

Hold Z or L on the character selection screen and tap: B, B, C Right, C Right, C Left, C Left. You should hear a beep. Then move the cursor to one of the boxes marked with a question mark and press R.

Then move the cursor to one of the boxes marked with a question mark and press R.

PLAY AS EARTHWORM JIM

Hold Z or L on the character selection and tap: B, C Left, C Up, C Right, C Down, C Up. You should hear a beep.

Hold Z or L on the character selection and tap: C Up, C Down, C Left, C Right, B, A. You should hear a beep. Then move the cursor to one of the boxes marked with a question mark and press R.

PLAY AS SUMO SANTA

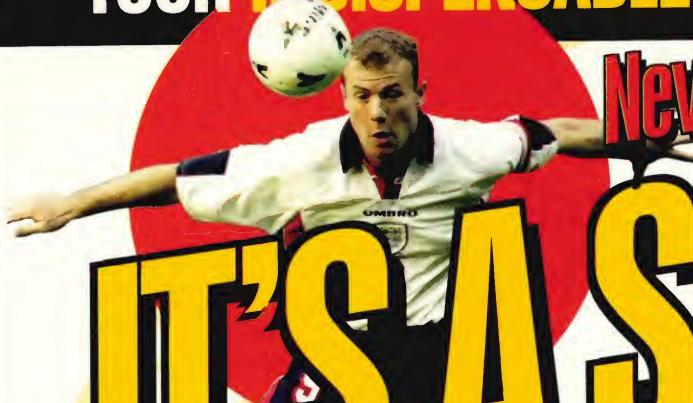
Hold Z or L on the character selection and tap: A, C Right, A, C Right, C Down, C Up. You should hear a beep. Then move the cursor to one of the boxes marked with a question mark and press R.



RANDOM CHARACTER

On the character selection screen press L and R together.

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NEWSAGENT RESERVATION FORM

Please reserve me a copy of Guide To World Cup '98 (ISBN 1-873650-33-7) priced £3.95 and available from the 7th of May 1998. The magazine is published by Paragon Publishing (01202 299900) and distributed by Seymour (01202 200232).

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World Cup '98

TO ACCOMPANY OUR THREE-PAGE GUIDE, HERE'S AN exciting code which lets you... er, make strange noises!

CHANGE SCORING SOUNDS

Tap A, B, C Left, or C Down after scoring for different game sounds.



64

Bio Freaks

WE'VE BARELY REVIEWED THIS STOMACH-CHURNING beat-'em-up and already we've uncovered the hidden one-hit fatality moves! And because we love our readers so much we've also included the taunt move and the code to activate first-person perspective mode.

ONE HIT FATALITIES

MINATEK

Move in close and press: Towards, Away, C Left+C Down.



ZIPPERHEAD

Press: Towards, Away, Away+C Right. The first time you'll take one arm off. The second time the other arm. Finally move in close to take off the head.



SSAPO

Move in close and press: Towards, Away, Away+C Up+C Right.



PSYCLOWN

Move in close and press: Towards, Away, Away+C Left+C Down.



SABOTAGE

Press: Towards, Away, Away+C Up. The first time you'll take one arm off. The second time the other arm. Finally move to about three steps away and take off the head.

BULLzEYE

Move in close and press: Towards, Away, Away+C Up.

Mystical Ninja Starring Goemon

WE LOVED IT IN JAPANESE, AND WE LOVE IT EVEN MORE NOW THAT IT'S IN ENGLISH!

To get this cheat you'll need to first finish the game – good job we've got a complete solution in the cover book, isn't it?

FIGHT IMPACT BOSSES FROM MENU

Find every silver fortune doll in the game (you'll know if you've got them all before you finish because your life

gauge will be full). At the end of the game following the credits, a fortune doll count will appear and a new option will be available on the options menu allowing you to play against the four Impact robots in sequence.

DELTA

Move in close and press: Towards, Away, Away+C Down



PURGE

Press: Away, Towards, Towards+C Up+C Right.



TAUNT

To taunt your opponent hold C Left and C Right.



FIRST-PERSON PERSPECTIVE

During a fight hold Away on the control pad and press Start. To switch back hold Down on the control pad and press Start.



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GUARANTEED NEXT DAY DELIVERY AVAILABLE

- Winner of the Ultimate Player Award this month is Alan Dundas from Arbroath for his top scores on *Wave Race* and *Mario Kart 64*. He also wins the prize for the daftest photo we've printed so far.



- You'll notice that we've slimmed down the ScoreZone pages this month – the increasing number of games we're getting scores for means we've reduced the top ten scores to just the top five. In case you're wondering, in the event of a tied score, the one that arrives first gets printed. It just got tougher!

MUG SHOTS

THE BEST OF THE BEST MAY, IF THEY'RE lucky (and photogenic) enough, have the honour of getting their face in the magazine! Send us a snapshot of your grinning mug and who knows, you may end up gurning from our hallowed pages!

VIDEO STARS!

SENDING US VIDEO PROOF OF YOUR ACHIEVEMENT? OKAY, REMEMBER TO FOLLOW THESE SIMPLE RULES!

- Please list on a sheet of paper, or on the video label, the scores which are on the video.
- Ensure that the video is in the right place, ready to go.
- Put your name on it! (I know this sounds obvious, but we've already had one anonymous entry)

ENTER THE ZONE!

FOLLOW THESE EASY STEPS FOR ACHIEVING ENTRY TO THE 64 MAGAZINE ANNALS OF FAME:

- Get a top score or time on an N64 game
- Use a camera or a video to record your time
- Send the proof of your prowess to 64 Scorezone, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth, BH1 2JS
- Include an SAE if you want your photos/videos back

DEADLINE DILEMMA!

FOLLOWING A NUMBER OF CONCERNED phone-calls to the 64 MAGAZINE offices, we thought we'd better explain something about our editorial deadlines. Owing to design and printing pressures, by the time you get to read the latest issue of the mag, we're already halfway through writing the next one. If you don't send your scores in immediately, they probably won't make it into the next issue. Rest assured though that your scores *will* get printed (providing they're good enough!) so please don't start phoning up demanding to know why they haven't. We do try to hold ScoreZone back from the printers as late as possible, so we're doing our best!

THE ULTIMATE PLAYER!

One person each month will be The Chosen One. Chosen, that is, to win themselves a Trident Pad and 256K memory card from Logic 3! The player whose prowess impresses us the most will win themselves the coveted title of Ultimate Player. It could be you – get ready to play!

For non-ultimate players, the Trident Pad costs £19.99 and the 256K memory card costs £6.99. You can call Logic 3 on (0181) 900 0024!



Zone

This is the section dedicated to **HARDCORE** gamers – can you **BEAT** the **BEST**?



Goldeneye

FACILITY – 00 LEVEL!

1:12 Michael Williams, Exeter
1:17 Matthys ten Ham, the Netherlands
1:24 Matthew Stevenson, Dorset
1:27 Daniel Syversen, Norway
1:41 Marc Williams, Walsall

BYELOMORYE DAM

0:56 James Hurst, Surrey
0:56 Matthys ten Ham, the Netherlands
0:57 Zack King, Surrey
0:57 Michael Williams, Exeter
0:57 Trev Henderson, Harrogate

FACILITY

0:59 Matthew Stevenson, Dorset
1:00 Michael Williams, Exeter
1:01 Matthys ten Ham, the Netherlands
1:05 Danny Dunn, Lincolnshire
1:06 Daniel Syversen, Norway

RUNWAY

0:24 Michael Williams, Exeter
0:25 Mike Geisler, Australia
0:25 Matthys ten Ham, the Netherlands
0:25 Sam Doyle, Derbyshire
0:26 Zack King, Surrey

SURFACE 1

1:13 Matthew Stevenson, Dorset
1:14 Michael Williams, Exeter
1:16 Matthys ten Ham, the Netherlands
1:32 Alan Dundas, Arbroath
1:37 Raymond Burton, Sheffield

BUNKER 1

0:23 Matthew Stevenson, Dorset
0:24 Matthys ten Ham, the Netherlands
0:24 Michael Williams, Exeter
0:28 Alan Dundas, Arbroath
0:31 Raymond Burton, Sheffield

LAUNCH SILO

1:32 Alan Dundas, Arbroath
1:37 Matthys ten Ham, the Netherlands
1:38 Michael Williams, Exeter
1:39 Sam Doyle, Derbyshire
1:44 Heron Laoutaris-Smith, Devon

FRIGATE

0:35 Matthys ten Ham, the Netherlands
0:35 Matthew Stevenson, Dorset
0:37 Michael Williams, Exeter
0:37 Raymond Burton, Sheffield
0:39 Sam Doyle, Derbyshire

SURFACE 2

1:23 Matthys ten Ham, the Netherlands
1:24 Matthew Stevenson, Dorset
1:27 Sam Doyle, Derbyshire
1:27 Raymond Burton, Sheffield
1:27 Michael Williams, Exeter

BUNKER 2

0:31 Michael Williams, Exeter
0:34 Matthys ten Ham, the Netherlands

0:35 Heron Laoutaris-Smith, Devon
0:35 Matthew Stevenson, Dorset
0:37 Simon Hanna, Middlesex

STATUE PARK

2:41 Matthys ten Ham, the Netherlands
2:42 Raymond Burton, Sheffield
2:48 Michael Williams, Exeter
2:53 Mike Brear, Wirral
2:53 Jon Quarrie, Cambridge

MILITARY ARCHIVES

0:22 Matthys ten Ham, the Netherlands
0:23 Richard Lovelock, Newbury
0:23 Sam Doyle, Derbyshire
0:24 Heron Laoutaris-Smith, Devon
0:26 Zack King, Surrey

STREETS

1:18 Matthys ten Ham, the Netherlands
1:20 Jon Quarrie, Cambridge
1:20 Michael Williams, Exeter
1:21 Sam Doyle, Derbyshire
1:23 Matthew Stevenson, Dorset

DEPOT

0:31 Michael Williams, Exeter
0:32 Richard Lovelock, Newbury
0:32 Trev Henderson, Harrogate
0:32 Matthys ten Ham, the Netherlands
0:32 Sam Doyle, Derbyshire

TRAIN

1:51 Matthew Stevenson, Dorset
2:02 Michael Williams, Exeter
3:02 Raymond Burton, Sheffield

JUNGLE

1:49 Matthew Stevenson, Dorset
2:17 Michael Williams, Exeter

CONTROL CENTRE

5:07 Michael Williams, Exeter
6:19 Matthew Stevenson, Dorset
8:26 John, UK
9:03 Ingvar Gunnarsson, Iceland

WATER CAVERNS

1:11 Michael Williams, Exeter
1:14 Matthew Stevenson, Dorset

CRADLE

1:08 Matthew Stevenson, Dorset
1:21 Vincent Hommel, Netherlands
1:23 James Hurst, Surrey
1:40 Daniel Syversen, Norway
1:46 Michael Williams, Exeter

AZTEC COMPLEX

5:12 Matthew Stevenson, Dorset
4:41 Michael Williams, Exeter
8:17 Raymond Burton, Sheffield

EGYPTIAN TEMPLE

1:05 Michael Williams, Exeter
1:05 Matthew Stevenson, Dorset
1:07 Jon Quarrie, Cambridge
1:07 Daniel Birch, Stockport
1:09 Simon Hanna, Middlesex

Wave Race

SUNNY BEACH

1:00:782 Alan Dundas, Arbroath
1:05:765 Mark Bonnes, East Kilbride
1:19:298 David Newson, Cumbria
1:19:946 Paul Bulford, Brighton
1:20:108 Robert Gallagher, Southampton

SUNSET BAY

1:03:925 Alan Dundas, Arbroath
1:11:620 Mark Bonnes, East Kilbride
1:24:808 David Newson, Cumbria
1:25:703 Richard Dunn, Lincolnshire
1:27:442 Russell Auld, Renfrewshire

DRAKE LAKE

1:09:305 Alan Dundas, Arbroath
1:12:902 Ross McKinstry, Arbroath
1:18:954 Mark Bonnes, East Kilbride
1:25:798 Malthe T. Clausen, Denmark
1:31:970 David Newson, Cumbria

GLACIER COAST

1:29:522 Alan Dundas, Arbroath
1:36:655 Douglas Bonnes, East Kilbride
1:50:589 Russell Auld, Renfrewshire
1:53:442 Sam Clifton, Bucks
1:57:001 Simon Hanna, Middlesex

PORT BLUE

1:45:563 Yvo Van Der Smock, Holland
1:49:224 David Newson, Cumbria

SOUTHERN ISLAND

1:25:361 Alan Dundas, Arbroath
1:40:776 Philip Ho, Arbroath

Yoshi's Story

29266 Michael Williams, Exeter
28290 Jason Wheatley, Shildon

Snowboard Kids

ROOKIE MOUNTAIN

0:30:76 Mike Brear, Wirral
0:31:06 Daniel Syversen, Norway
0:31:53 Alan Dundas, Arbroath

BIG SNOWMAN

2:01:76 Mike Brear, Wirral
2:03:70 Daniel Syversen, Norway
2:03:76 Alan Dundas, Arbroath

NIGHT HIGHWAY

1:37:66 Daniel Syversen, Norway

GRASS VALLEY

1:47:10 Daniel Syversen, Norway

DIZZY LAND

1:37:53 Daniel Syversen, Norway

QUICKSAND VALLEY

0:14:50 Daniel Syversen, Norway

SILVER MOUNTAIN

0:14:96 Daniel Syversen, Norway

NINJA LAND

0:24:46 Daniel Syversen, Norway
0:24:60 Mike Brear, Wirral

ANIMAL LAND TRICK SCORE

5520 Robert Gallagher, Southampton
2704 Mike Brear, Wirral

Starfox/Lylat Wars

OVERALL SCORE

2392 kills Andy Robson, Newcastle-Upon-Tyne
2097 kills Adrian Stead, Hull
2094 kills Taty Luostarinen, Finland
2054 kills Sam Doyle, Derbyshire
1952 kills Noza Norris, Western Australia

CORNERIA

282 kills Andy Robson, Newcastle-Upon-Tyne
254 kills Adrian Stead, Hull
240 kills Matthew Kagelidis, Greece
229 kills Daniel Syversen, Norway
220 kills Russell Auld, Renfrewshire

Top Gear Rally

COASTLINE

02:39:50 Kristoffer Thorbjørnsen, Scotland
03:50:10 Richard Dunn, Lincolnshire
03:52:42 George Brennan, Ireland
03:52:90 Kuljitz S. Athwal, Dundee
03:59:53 William Mills, South Australia

STRIP MINE

03:07:42 Kristoffer Thorbjørnsen, Scotland
05:18:86 Kristoffer Thorbjørnsen, Scotland

JUNGLE

05:18:86 Kristoffer Thorbjørnsen, Scotland

Diddy Kong Racing

ANCIENT LAKE

00:42:54 Stephen Henderson, Upminster
00:42:65 Thomas Ferrari, Norfolk
00:44:86 Mike Brear, Wirral
00:45:33 Arthur van Dalen, Netherlands
00:45:46 Richard Dunn, Lincolnshire

FOSIL CANYON

01:10:00 Arthur van Dalen, Netherlands
01:12:81 Thomas Ferrari, Norfolk
01:13:81 R. M. Kamermans, Netherlands
01:14:61 Stephen Henderson, Upminster
01:15:63 Richard Dunn, Lincolnshire

JUNGLE FALLS

00:45:66 Arthur van Dalen, Netherlands
00:48:75 Jason B, Warwickshire
00:48:90 Stephen Henderson, Upminster
00:50:20 Kevin Seeney, Suffolk
00:51:61 Ian Gore, Somerset

TREASURE CAVES

00:47:71 Arthur van Dalen, Netherlands
00:49:31 Thomas Ferrari, Norfolk
00:49:41 Jason B, Warwickshire
00:50:05 Rob Pierce, Salisbury
00:50:70 Richard Dunn, Lincolnshire

SPACEDUST ALLEY

01:44:61 Arthur van Dalen, Netherlands
02:04:21 Matthew Stevenson, Dorset

DARKMOON CAVERNS

01:58:65 Arthur van Dalen, Netherlands
02:10:05 Robert Gallagher, Southampton

SPACEPOST ALPHA

01:49:40 Arthur van Dalen, Netherlands

STAR CITY

01:32:46 Arthur van Dalen, Netherlands
01:34:88 Stephen Henderson, Upminster
01:50:63 Matthew Stevenson, Dorset
01:57:63 Malthe T. Clausen, Denmark
02:00:86 Elainie Parker, Dover

Mario Kart 64

LUIGI RACEWAY

01:21:94 Arthur van Dalen, Netherlands
01:31:30 Taty Luostarinen, Finland
01:39:64 Richard Dunn, Lincolnshire
01:46:13 Jason Wheatley, Shildon
01:59:79 Russell Auld, Renfrewshire

MOO MOO FARM

01:22:32 Alan Dundas, Arbroath
01:33:98 Danny Dunn, Lincolnshire
01:36:93 Malthe T. Clausen, Denmark
01:36:70 Russell Auld, Renfrewshire
01:36:92 Daniel Syversen, Norway

KOOPER TROOPER BEACH

01:30:42 Alan Dundas, Arbroath
01:33:61 Jason Wheatley, Shildon
01:40:17 Richard Dunn, Lincolnshire
01:40:52 Rob Pierce, Salisbury
01:48:49 Malthe T. Clausen, Denmark

FRAPPE SNOWLAND

00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:62 Danny Dunn, Lincolnshire
00:39:43 Russell Auld, Renfrewshire

MARIO RACEWAY

00:54:01 Taty Luostarinen, Finland
01:04:79 Richard Dunn, Lincolnshire
01:04:57 Daniel Syversen, Norway
01:12:69 Robert Gallagher, Southampton
01:16:33 Ingvar Gunnarsson, Iceland

Extreme G

CITY 1

2:10:88 Hayeb Kamali, Cardiff
2:11:60 David Newson, Cumbria
2:13:31 David Sivey, Hertfordshire
2:16:28 Michael Cruse, Somerset
2:29:56 Stuart Hazleton, Essex

Mischief Makers

47 gems Robert Gallagher, Southampton

Chameleon Twist

JUNGLE LAND
03:15 Robert Gallagher, Southampton
03:25 Zack King, Surrey

ANT LAND

09:27 Robert Gallagher, Southampton

WARIO STADIUM

00:53:82 Noza Norris, Western Australia
01:02:62 Kieran Hayes, County Wicklow
01:24:32 Richard Dunn, Lincolnshire
02:40:20 Malthe T. Clausen, Denmark
02:40:37 Robert Gallagher, Southampton

CHOCO MOUNTAIN

02:16:44 Ingvar Gunnarsson, Iceland

ROYAL RACEWAY

02:23:75 Ingvar Gunnarsson, Iceland

KALAMARI DESERT

01:37:22 Alan Dundas, Arbroath

YOSHI VALLEY

02:15:68 Ingvar Gunnarsson, Iceland

RAINBOW ROAD

04:15:95 Alan Dundas, Arbroath

05:12:75 Ingvar Gunnarsson, Iceland

BANSHEE BOARDWALK

01:47:28 Arthur Van Dalen, the Netherlands

02:02:06 Alan Dundas, Arbroath

DONKEY KONG'S JUNGLE PARKWAY

00:35:28 Arthur Van Dalen, the Netherlands

SHERBET LAND

01:56:41 Alan Dundas, Arbroath

Mario 64

2088 coins Ingvar Gunnarsson, Iceland

Nagano Winter Olympics

BOSBLEDGE

51:34 Simon Moorhouse, Doncaster
52:60 Peter Bell, Kent
53:85 Stu Heath, Kent

ALPINE SKIING

1:20:13 Simon Moorhouse, Doncaster

SPEED SKATING 1500M

1:49:98 Joe Hamid, Mitcheldean

CHAMPIONSHIP SCORE

1338 pts Simon Moorhouse, Doncaster

Turok Training Level

2:12 Michael Williams, Exeter

Tetrisphere

RESCUE 38034300 Zack King, Surrey

Fighter's Destiny

RECORD ATTACK: FASTEST

05:639 Tom Cordrey, North Yorkshire

RECORD ATTACK: RODEO

1:29:58 Tom Cordrey, North Yorkshire



ng Guide

Written by Roy Kimber and Phil King

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WORLD CUP '98

TOP TACTICS

In Game Management System

An impressive tactical aid in *World Cup '98* is the IGM system. This enables you to quickly change tactics during play. To make the most of it, go to Team Management before the match and set up your three IGM formations and strategies in the way we've shown you below.

You'll start the game with your balanced IGM 1 formation. If you need more players up front to support an attack, toggle (by holding Z and R and pressing B) to the attacking IGM 2. On the other hand, if you're under siege in your own half, bring more men back by toggling to the defensive IGM 3.



IGM 1: 4-4-2 with neutral defence/attack.



IGM 2: 3-3-4 with all-out attack.



IGM 3: 5-3-2 with all-out defence.

Special Tactics

DURING PLAY YOU CAN ACTIVATE SOME SPECIAL TACTICS: TWO ARE PARTICULARLY USEFUL FOR ATTACKING, AND TWO FOR DEFENDING.

Wing Back Run: If you're having trouble advancing up the middle of the pitch, this could help. Hold Z and R and press C Left to get one of your wingbacks sprinting up the wing (as indicated by a special marker). Move the ball away from that side to draw the opposing players away, then hit C Right to knock a through pass to the wingback before he goes offside. He should now have plenty of space to deliver a cross into the area.

Through Ball Run: This is a great way of getting a man in behind the defence. Hold Z and R and press C Right to tell one of your team-mates (indicated by a special marker) to make a diagonal run behind the defence. Press C Right to knock a through pass to him before he goes offside (use the radar to help you time it right).



Attacking Pressure: If your opponent is dawdling about in his own half, wasting time, this will make him shift a bit quicker and could also result in you gaining possession. Hold Z and R and press C Up to make your forwards hustle the ball-carrier, trying to force an error. However, don't use this tactic too often or your forwards will soon get tired out.



Offside Trap: This is one way of preventing your opponent knocking through/long balls to his forwards. When it looks like he's about to pass it forward, hold Z and R and press C Down to make your defenders step up and (hopefully) catch the opposing forwards offside.



THE PLAYERS WITH THE CIRCLES RUSH IN TO PUT THE FRENCH PLAYER OFFSIDE!

Training Camp

GENERAL TIPS

- Note that you can change the targeting mode on corners and free kicks by pressing the C Right button (to aim at a player or cross-hair). This is usually easier than using the arrow.
- Don't overuse the sprint button (C Left) for a player in one stint. If you do it until he can't keep up the pace, he'll take twice as long to recover.
- Check your players' fatigue levels at half-time and substitute any who are very tired.
- If you want your CPU-controlled team-mates to do more slide tackling, turn up their aggression.
- If one of your players gets injured, you must substitute him as soon as possible – kick the ball off the pitch if necessary.
- The yellow arrows indicate off-screen team-mates who are available to pass to, so take note of them.
- If you get a defender sent off, be sure to fill the gap that's left by him by switching another player to his position.

CROSSING

Once you get down the wing, you can cross the ball into the box. You can hold A for the power and apply optional swerve. However, if you have automatic crossing turned on, it's easier to tap A to send a cross towards the penalty spot, where a team-mate should be positioned for a header. Your target player will be indicated by a yellow dot on the scanner.

HEADING

This is an easy skill to master. With the ball in the air, hold one of three buttons: C Down for a high header, A for a headed pass, or B for a header towards goal. Use the D-pad to direct the header. To beat nearby opponents to the ball, release the button just as the ball reaches your player.



VOLLEYING

This is a tricky technique to master, so use the training mode to practise it. As soon as the ball is in the air, tap B, then quickly press B again and hold it. Release the button just as the ball falls towards your player's feet to time the volley just right. If it's behind him, he'll attempt a bicycle kick. By tap-holding C Down or A instead of B, you'll perform a high volley or volleyed pass.



PASSING

The best way to fool the opposition and keep possession is with quick passing. Press A before the ball reaches the recipient and he'll perform a first-time pass as soon as he gets it.

For breaking through the defence, you could try using the passback move. Hold Z and R and press A to pass the ball, then run forward and press A again for a return pass to your player. Again, it's a difficult technique to master.

Slightly easier is the offball move. While holding Z and R, double tap A to gain control of a team-mate. Position him in space, then press A or C Right to ask for a pass.



THE PASSBACK MOVE IS EXTREMELY USEFUL IN THAT IT WILL ALLOW YOU TO GET RID OF THE BALL TEMPORARILY AND MOVE INTO THE CLEAR BEFORE ASKING FOR IT BACK, THUS FOILING THE DEFENCE.



ONE-TOUCH

As well as the first-time passing, you can do other moves first-time by pressing different buttons:

C Down – lob
Double-tap C Down – chip shot
C Right – through pass
B – shot
Tap B – poke shot

BEATING THE KEEPER

- Use the goalie's momentum against him. Watch his position and direction and target your shot to the side he's moving away from.
- Run across the goalmouth to catch the keeper out of position, so you can tap B to slot it into the exposed corner.

- First-time shots are another good way of catching the goalkeeper out of position, particularly after a lateral pass.
- Use aftertouch to swerve shots, making it more difficult for the goalie to judge their direction.

DEFENDING

- Often it's better to be patient and keep your side's shape rather than diving in with sliding tackles, forcing the opponent to try and run past your men.
- Use standing tackles round your own goalmouth to avoid the risk of fouling and giving away free kicks or penalties.
- Only use the deliberate foul (C Up)



as a last resort if someone's through on goal – you'll usually be sent off for it – in this case you were lucky.

PENALTIES

To make sure you never miss the target, press a direction and B together and hold them until the ball

hits the back of the net. Only by letting go of either the button or the control pad can you possibly swerve it wide.

A good technique for saving CPU penalties is to tap the D-pad one way as he kicks it, then dive the opposite way. Your little feign will usually encourage him to kick it to the opposite side, ie the way you dive.



IF ONLY GARETH SOUTHGATE HAD HAD THIS GUIDE DURING EURO '96!



Skill Moves

GETTING PAST THE DEFENCE OFTEN REQUIRES SOMETHING MORE THAN SHEER PACE. THERE ARE SEVERAL SPECIAL SKILL MOVES TO FOOL THE OPPONENT.

360° Spin: To spin round in a circle, hold Z and press B to go left or hold R and press B to go right. This is great for dribbling past defenders.



Flick-Over: To spin and lift the ball up and flick it over your opponent, press R and C Down. This works best against charging defenders.

Rainbow Kick: Press Z and C Down to flick the ball up and over without turning. This is also a useful move against the defence, although your player turns into the ball to catch it.



Sidestep: To sidestep left or right while running, hold Z or R and press A. This is great for avoiding sliding tackles.



Dive: It may not be sporting, but if you see a challenge coming you can always press Z or R and C Up to take a dive. Depending on the referee, you may be awarded with a free kick or even a penalty, but you have to make it look convincing!



Step-Over Nutmeg: Press Z and tap C Right to perform this nifty dribbling move and knock the ball slightly forward.



Double Step-Over: Better than the normal step-over in our opinion, press R and tap C Right to step over the ball twice and keep possession. Great for beating defenders.



Jump: Alternatively, to leap over a tackle, simply tap C Up. Be careful you haven't already lost the ball, though, or your player will attempt a deliberate foul!



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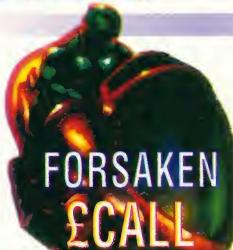
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QUAKE⁶⁴

Level 8: The Ogre Citadel

PASSWORD: 6DRW ODFG T3BR VBJX

74

WALKTHROUGH

Pick up the items that surround you and then shoot one of the switches on the other side of the ravine. Kill the Fiend that leaps out at you, then shoot the other switch to activate the bridge. Once across the bridge, kill the Ogre and then continue to the end of the passage. Look out for the

nailtrap concealed in the wall on the left and continue around the corner. Kill the swarm of Knights that lie in wait here and then walk up the stairs to take care of the Ogre firing grenades at you from afar.

Turn right and follow the stairs down and turn left in front of the gold door. Waste the Ogre here and then proceed to follow another spiral staircase upwards. At the top blast the Knight and the waiting Ogre, then continue up the stairs. On the next floor kill the Knights that charge

towards you, then continue to the end of the corridor making sure you trample on the switch in the middle of the floor.

Around the next corner you will find a quad damage rune and an array of monsters for you to kill. Grab the rune and run along the passage wasting a Knight, several Ogres, and a Fiend. There's a gap in the floor of the passage and you must perform a running jump to reach the small room on the opposite side. When you activate the switch here you open the gate that conceals the gold key and will be pushed into the room below. You must now battle with a Shambler in this confined area – with quad damage weapons this fight should be a breeze!

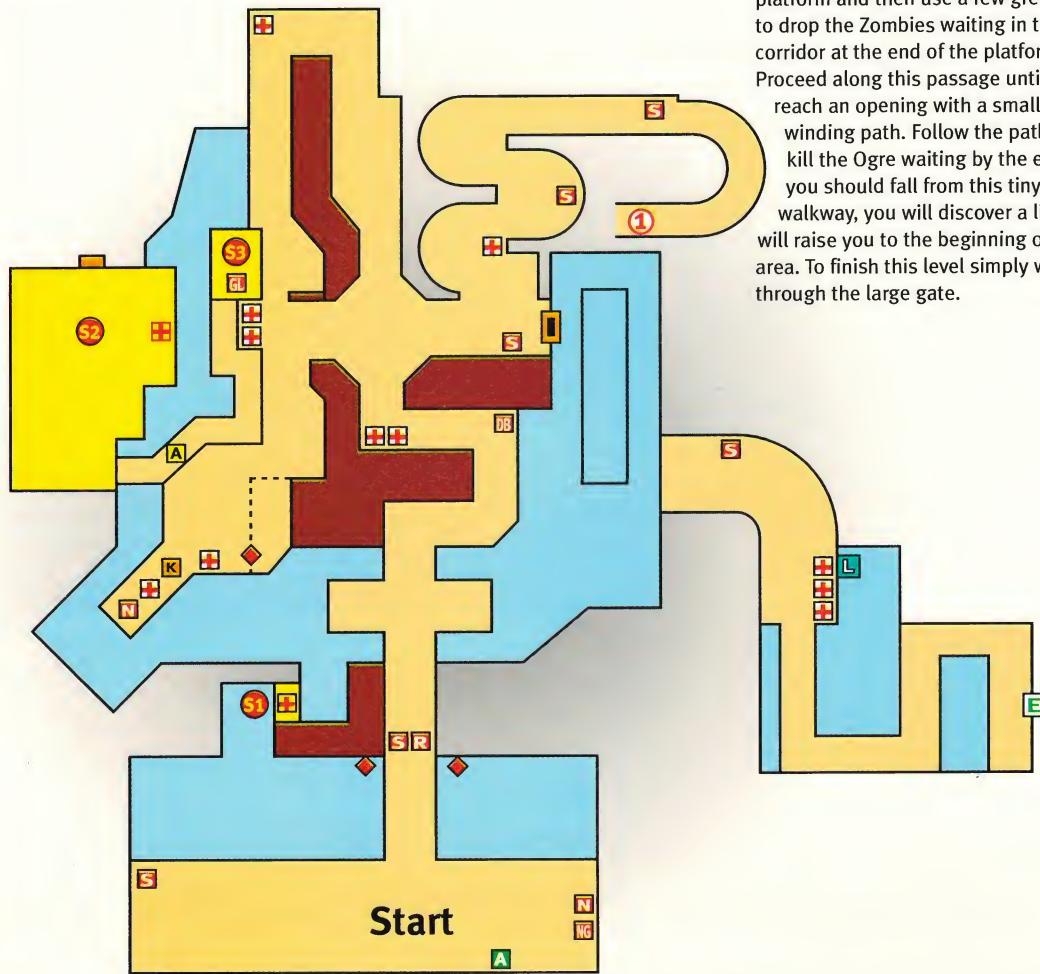
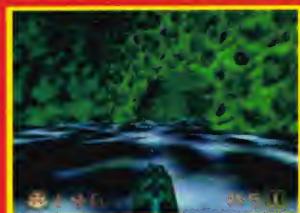


Once the Shambler is dead, collect the gold key and shoot the red switch on the wall to open the exit. Now follow the corridor to the end and continue around the corner. There may be a few more Ogres waiting here now, so lay them down and enter through the gold door.

Blast the Fiend that guards the platform and then use a few grenades to drop the Zombies waiting in the corridor at the end of the platform. Proceed along this passage until you reach an opening with a small winding path. Follow the path and kill the Ogre waiting by the exit. If you should fall from this tiny walkway, you will discover a lift that will raise you to the beginning of this area. To finish this level simply walk through the large gate.

SECRET 1

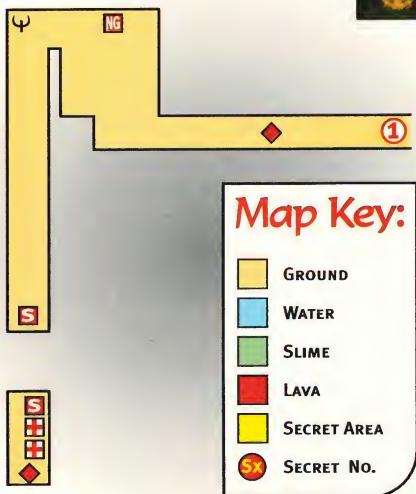
Jump into the ravine to the left of the bridge and destroy the waiting Fiend and Zombies. Enter the small passage that runs underneath the castle and ride the lift up to a secret area. Collect a megahealth and then follow the watery passage to the right. Ahead of you is a lift that will return you to the castle entrance.





SECRET 2

When you take a look out of this window you see a couple of Knights and an Ogre waiting to greet you. Shoot these monsters from the safety of your window seat and then carefully jump onto the small ledge on the other side. Turn left and follow the small gangplank and pick up some yellow armour. Continue along the walkway and enter a small room with a megahealth and a slipgate. Top up your health levels and then jump through the window, it's time to find secret three.



SECRET 3

Drop into the water turn left and follow the passage under the castle. Turn around and climb the stairs to discover the final secret. Pick up the grenade launcher and then return to the inside of the castle through the door that has just opened in front of you.



Icons Key:

WEAPONS & AMMO

- DB Double Barreled Shotgun
- S Shotgun Shells
- NG Nailgun
- SN Super Nailgun
- N Nails
- GL Grenade Launcher
- G Grenades
- RL Rocket Launcher
- R Rockets
- T Thunderbolt
- C Cells

HEALTH & ARMOUR

- H Health
- M Mega Health
- A Green Armour
- Y Yellow Armour

MAP FEATURES

- L Lift
- SW Switch
- QS Quake Switch
- RC Radioactive Crate
- GD Gold Door
- SD Silver Door
- E Exit

KEYS

- G Gold Key
- S Silver Key
- 6 Level 6 Rune Key

POWER-UPS

- PP Pentagram of Power
- QD Quad Damage Rune
- RO Ring Of Shadows





Level 9: The Crypt of Decay

PASSWORD: 59k9 3vx2 o3BR 5Q9N

WALKTHROUGH

Collect the items and ride the lift to the floor above. Blast the Ogre and Death Knight on the bridge and then cross the walkway to the T-junction. Turn right and follow the passage to the end, pausing only to slaughter a Death Knight and another Ogre. Hit the switch located in the alcove and then cross the raised walkway to your left. Load your grenade launcher and splatter the Zombie that is waiting on this path, then continue to the end. Activate the switch on the right-hand wall and then throw a few grenades through the window to obliterate the monsters there.

Retrace your steps back to the T-junction and take the left hand path this time. Enter through the door and follow the passage over the bridge



until you arrive at another T-junction. Proceed along the corridor directly in front of you, activating the switch on the wall at the far end. Turn left and walk across the new bridge platform turning left again at the cross-roads. Once into the corridor there are some spikes which pierce you as you pass. To minimise the damage you take here, the spikes will spring forward if you side-step up to them carefully, so just wait until they retract back into the wall before dashing through the gap. On the other side of this little trap is a small room with lots of items, but as soon as you collect the gold key you will be ambushed by two Death Knights.

Return to the crossroads and turn right, then follow the path back to the bridge. This time take the path to your right and then open the gold door. Backtrack quickly and nail the Shambler that's coming towards you. With this monster out of the way you can now proceed through the gold door. Drop the Death Knight and climb the stairs to the right, then throw a few grenades over the ledge to obliterate the Ogre and Death Knight below. Drop down to the lower level and then climb the stairs and onto the lift at the end of the corridor. On the next level turn right and prepare to



SECRET 1

Jump into the water near the crossroads and head left. Swim through a small doorway to discover a set of stairs on the right. In the secret area at the top of the stairs you will find some red armour and a slipgate exit.



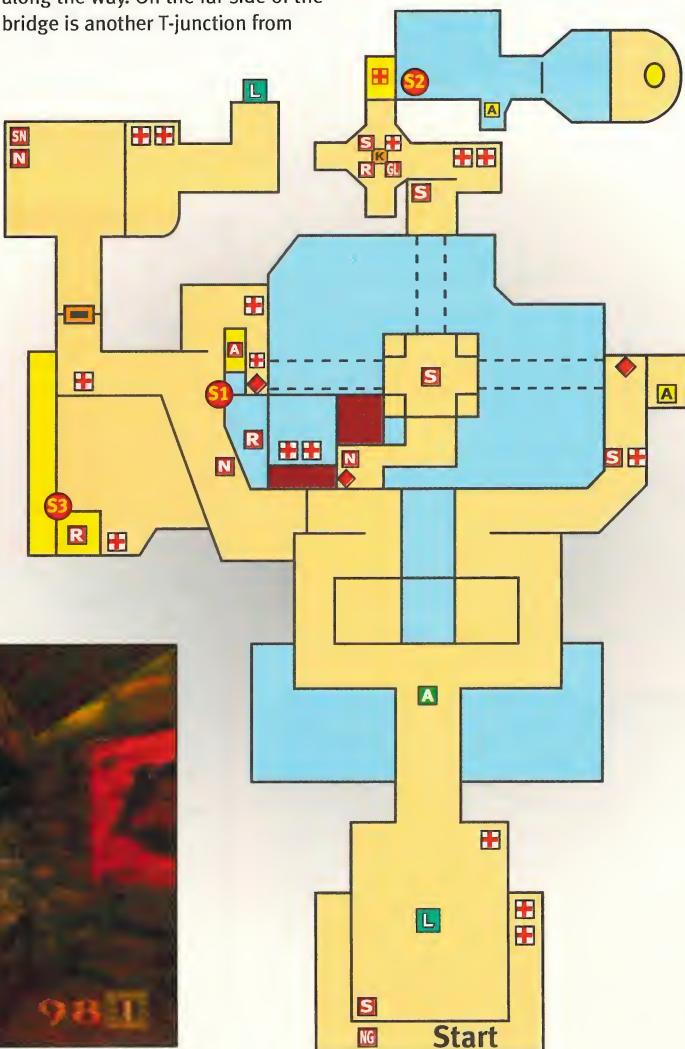
SECRET 2

After you collect the gold key and defeat the Death Knight ambush, you can open a doorway to the second secret area. Enter the small crevice on the right and shoot the wall at the other end. The hidden door will open and you can collect a megahealth from the platform and some yellow armour hidden in the water. You will also notice an underwater door, that's currently blocked, which leads to the entrance of the secret level.



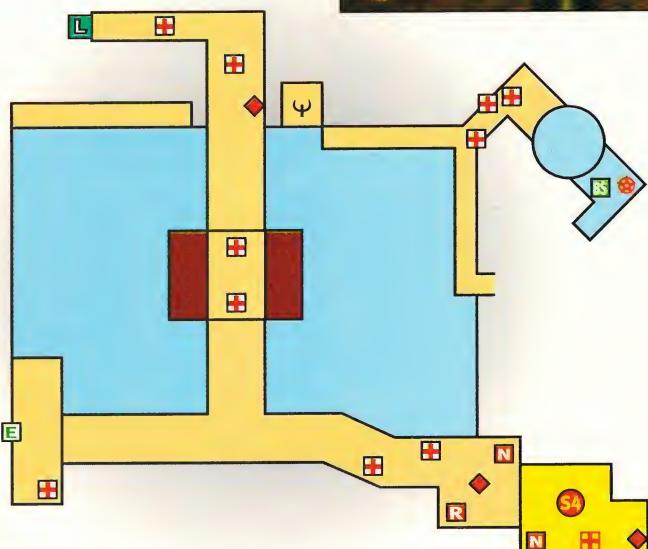
dance your way to the switch at the far end of the Nailtrap Hall. You will probably get punctured by one or two so try to move quickly. Activate the switch and then proceed across the bridge splattering the Death Knights along the way. On the far side of the bridge is another T-junction from

where several Ogres try to ambush you. Walk to the junction and then backtrack luring the monsters out into open ground. Once this battle is over, take the right hand turn and proceed through the door to exit this level.



SECRET 3

Opposite the gold door are two Zombies on a platform. Splatter this gruesome twosome with a grenade and a secret door will open in the wall to the left of the gold door. Follow the corridor to the end, and collect some rockets from this secret area.



SECRET 4

On the ceiling in front of the Shambler's mighty seat is a small switch. When you shoot this switch a step platform will rise in front of the huge chair and a hidden door will open into secret area four. Inside this area are some nails, a megahealth and the switch to lower the gate that currently blocks the entrance to the secret level.

WELL OF WISHES

This area is rather special and very difficult to get to. On the final bridge at the end of the Nailtrap Hall is a small alcove on the left-hand side. Jump into this area to pick up a quad damage rune and then jump onto a small ledge along the left wall. Follow this ledge until you find



SECRET LEVEL - THE UNDERRAETH

Swim through the gateway and then jump out of the water onto the platform. Jump through the portal to be warped to a secret level, Underrath.



Level 10: The Wizard's Manse

PASSWORD: 55RY 5CDG KZBR QBD7



WALKTHROUGH

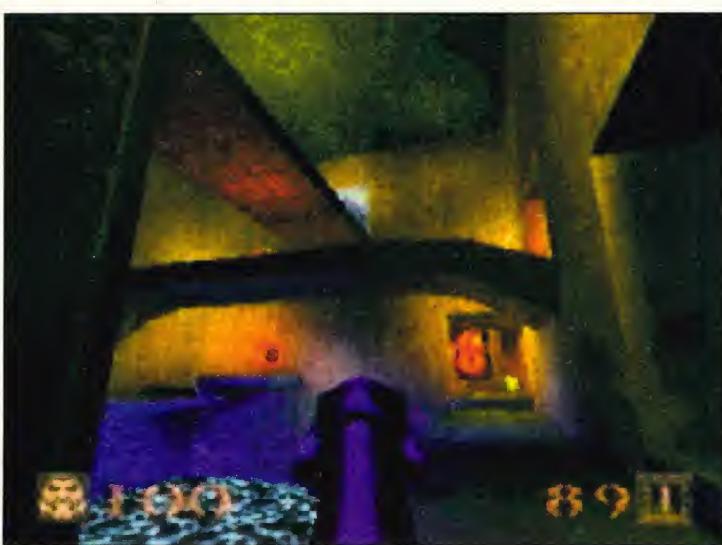
Collect the items in the first room then proceed up the stairs. Blast the two Ogres guarding the rocket launcher and then run past them to the end of the walkway catching the lift up to the next level. Use your rocket launcher to splatter the remaining Ogre and then approach the bridge. Keep your weapon ready to blast the Fiend waiting around the corner, then enter the castle.

Inside the keep turn left, and follow the corridor to a pool. Destroy the waiting Ogres and then activate the switch on the far left side to raise a new walkway on the opposite side of the pool. Retrace your steps back to the junction and continue along the path to the right of the bridge until you arrive back at the poolside. Waste the Scrag hanging around the ceiling and then walk across the platform you just raised and into another corridor.

Pick up the green armour and a health power-up, then enter the next large room. Once you have grabbed the attention of the waiting troop of Ogres, jump back into the corridor and open fire with your grenade launcher. Once these enemies are out of your way, enter the room again and pick up all the items there. Now hit the switch on the right hand wall to open a small hidden panel concealing a Fiend, health power-up and some red armour. Exit the room via a small passage in the left corner of the room and continue up the stairs to the top. Arm yourself with your rocket

SECRET 1

Jump into the water to the right of the bridge after you have killed the pouncing Fiend. In the centre is a small entrance leading to a lift, and the first secret. Collect the shells and return to the walkway.

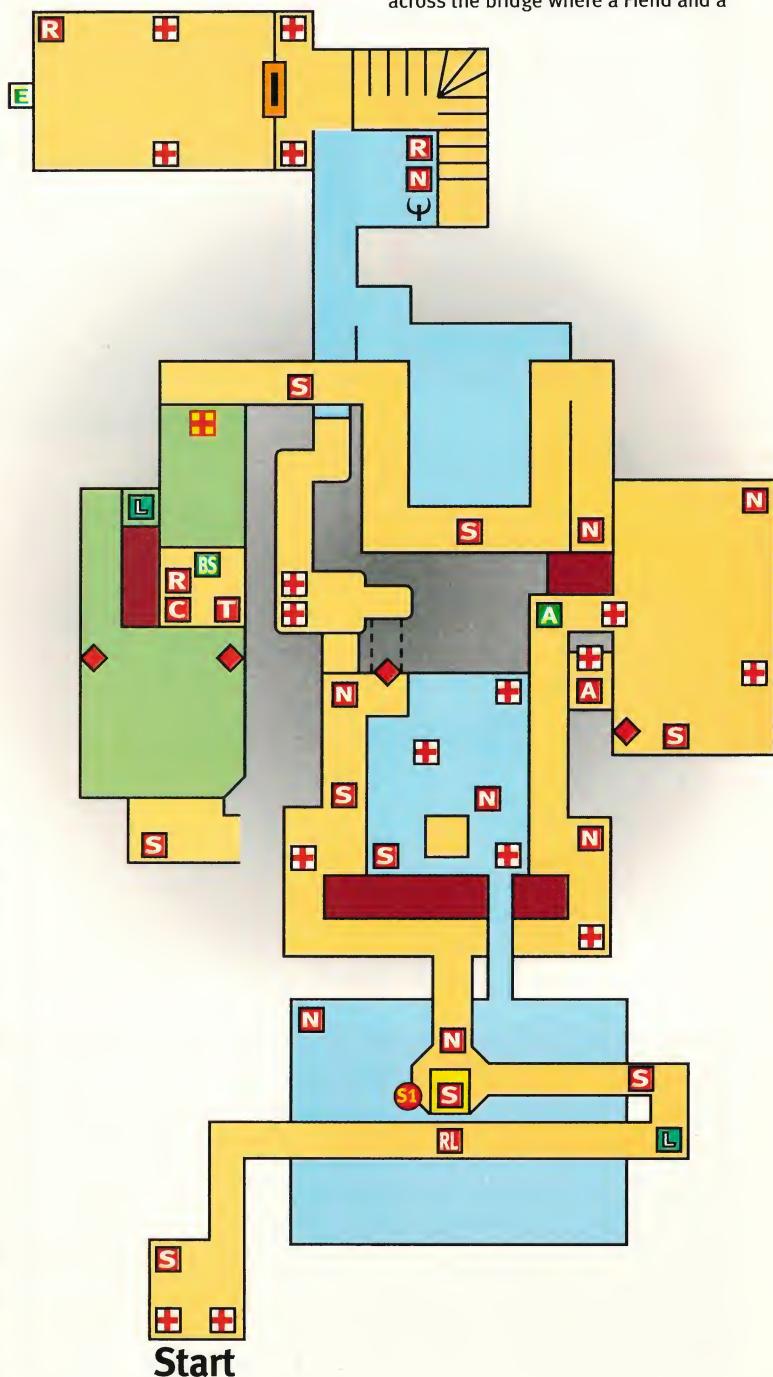


launcher and then enter this large room. There are Ogres everywhere so take careful aim and be sure to watch for grenades raining down on you from above. Follow the walkway around the room and then enter the passage on the other side.

Proceed to the end of this short passage and then leap from the ledge over the toxic pool to where the bio suit waits. Quickly turn around and dispose of the two Fiends who launch themselves at you from the other side of the toxic pool, grab the bio suit,

then run for the megahealth positioned underneath the ledge that you just jumped from.

Now return to the solid platform and kill the Ogre in the window opposite. With this monster out of the way you can shoot the two switches on either side of the second toxic pool, to raise the platforms needed to cross this treacherous area. If you fall into this pool you must follow the underslime passage to a small lift that will take you back to the beginning of the obstacle. Once on the far side of this second pool turn left and proceed across the bridge where a Fiend and a



Scrag wait to surprise you. Climb the stairs and follow the balcony round to the other side of the room killing the Scrags that are floating around here.

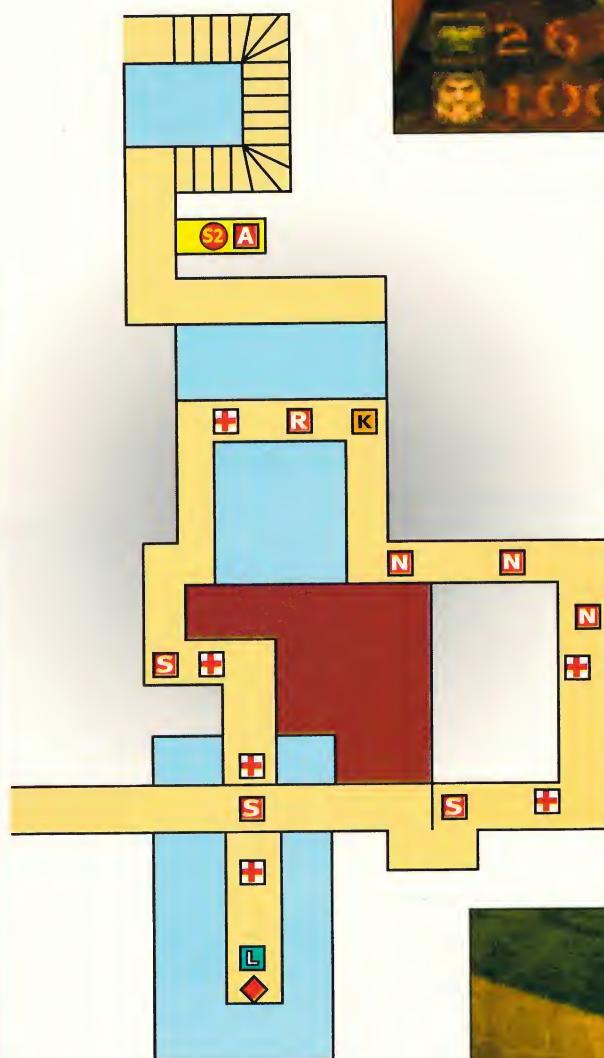
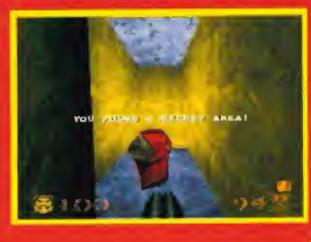
Enter the next balcony and again run around the ledge and enter the passage on the opposite side of the room. At the top of the stairs another Fiend waits for your arrival, keep your super nailgun at the ready and blow the beast away. Follow the walkway to the other side of the bridge and activate the switch to operate the lift. Exit the lift and obliterate the sleeping Ogre, then follow the passage to the right while blasting the Ogre attempting to grenade you from above. Jump onto the lift and then kill the waiting Scrag before continuing up the stairs and diving into a water filled passage. Under the water you can find a small alcove on the right containing nails, rockets and a quad damage rune. After collecting these

items jump out of the pool and blast the two Ogres waiting on the stairs, then proceed to follow the staircase to the top. Walk along the passage to the end and then turn left, killing the couple of Ogres protecting the gold key. With the key in your possession, return to the base of the stairs and enter the large door opposite. You now just need to survive one last battle with three Fiends and two Scrags, before walking through the next door to exit the level.



SECRET 2

After collecting the gold key walk back to the top of the stairs and shoot the wall on the right. A hidden door will open leading to the second secret area. Pick up the red armour and then drop down to the level below, collecting another quad damage rune on your way back to the water filled passage.





Level 11: The Dismal Oubliette

PASSWORD: 51RY VD6Q G57J NDFY

WALKTHROUGH

Pick up the items around you before moving forward and blasting the Ogre behind the left side of the wall. Now activate the switch to drop the barrier to your left and raise a platform across the pool beyond. Carefully traverse the walkway and splatter the Death Knight waiting in the next passageway, then turn to the right. Follow the corridor and then climb the stairs to your left, taking the time to dispose of another Death Knight along the way.

SECRET 1

Jump into the water to the left of the lift and swim underneath the platform. Grenade the Zombies floating around down here and swim into a small alcove. Inside this first secret area you can pick up a quad damage rune.



At the end of the passage is a timed switch which briefly raises a set of stone steps in the room located to your left. Activate the switch, then follow the passage around to the pool room where the steps you just activated should still be visible. Run around the pool and splatter a Vore that waits in the darkest corner, then quickly dash up the stairs nailing the Ogre protecting the switch. Once the switch is activated a hidden door will open in the rear wall of the pool room.

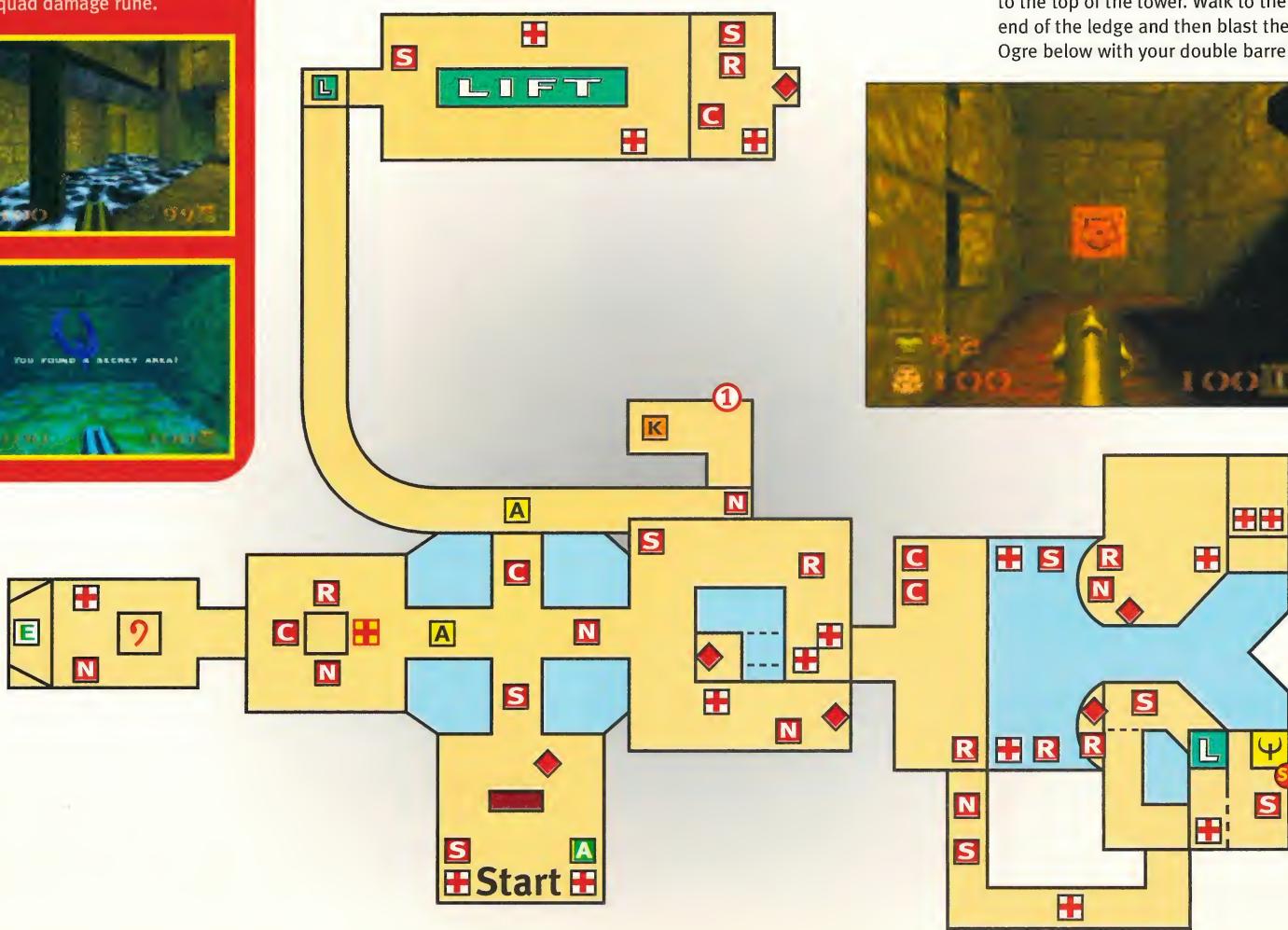
Approach this door with care as there are two Ogres throwing well-placed grenades at you from their hiding place. Blast the Ogre who is walking around just behind the door, then dive into the water and splatter the Zombie patrol blocking the underwater passage into the castle. Once you find the shallows on the other side of the castle wall, turn left



at the Y-shaped intersection to enter a small square room with platforms around the edges. Use these ledges to jump up to the doorway above and then total the Ogre who was throwing grenades over the balcony. Slaughter the remaining Death Knights and then activate the switch on the wall to the

left of the balcony. Jump back into the shallows and return to the intersection and follow the passage to the left.

Splatter the zombies hiding around the corner and then use your rocket launcher to dispose of the two Ogres patrolling the platform above. Jump onto the lift and then follow the stairs to the top of the tower. Walk to the end of the ledge and then blast the Ogre below with your double barrelled



SECRET 2

On the second floor above the gold door is a darkened entrance on the right-hand side. Follow this short passage and drop down to the small area below. Inside secret area two you can collect a megahealth, a pentagram of protection and some much-needed ammunition. To exit this area ride the lift back up to the floor above and leap across the gap onto the stairs.



shotgun. Carefully edge forward and drop into this little space, activating the switch and collecting some grenades. Behind you a door opens and two more Ogres are approaching from your right; waste these guys and then enter the door from which they appeared. Nail the Death Knight lurking around the corner to your right and then follow the passage to the end. In this small room wait an Ogre and two Zombies, so launch a few grenades in there then run in to finish the job. Jump through the window and then return to the pool crossroads.

Enter the passage on the other side of the walkway, collect the armour then blast the Death Knight approaching from the right. Turn left and follow the corridor killing the Ogre guarding the lift at the end. Jump onto the lift and descend to the floor below, ready to take on the Ogre and Death Knight who are waiting at the bottom. Take the path to your right and gib the Death Knight waiting beside the gold door and activate the switch on the wall behind you to remove the barrier sealing off the second floor.

Now jump into the lift in the centre and take a ride up to the next floor. Quickly jump out of the lift and battle the Ogre and Death Knight attacking from your left. Blast the two Ogres

wandering back and forth behind the barred entrance then turn left to face another Death Knight. Follow the corridor into a large room filled with Death Knights and Zombies and destroy them with a volley of grenades. Now activate the switch in the corner and return to the previously barred entrance. Follow the passage to the left and then be ready to obliterate the Vore who guards the switch to open the third floor. Use your super nailgun to finish this job quickly then press the button and return to the lift.

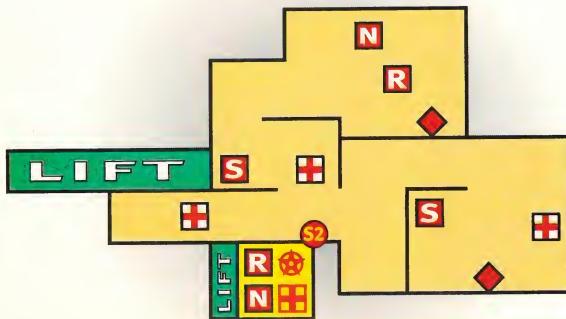
Exit the lift on the third floor and slaughter the Ogre who is waiting for you, then proceed through the door and up the staircase in front of you. Enter the large room at the end and blast the Death Knights charging at you from your left. Enter the end chamber of the room then use your thunderbolt to fry the Vore protecting the gold key. Once the Vore is destroyed drop in to the small area to your right and collect the key for the gold door. You may now exit via the newly-opened door to return to the gold door located on the lower level. Inside this door an Ogre is waiting, so be ready to open fire as soon as the door drops. Collect all the power-ups hidden here and then activate the switch to raise another walkway



around the central pool.

Walk across the new bridge platform and enter a large room with a tall central pillar. As soon as you enter this area a barrier falls behind you and a Vore and a couple of Zombies will attack. The floor will start to fall slowly and a steady stream of Ogres and Zombies will plague you until the floor hits the bottom level. Stay close

to the central pillar to avoid being hit by any nailtraps and keep your eyes open for new monsters. Once the floor stops moving a wall will begin to move, giving you access to the next large room. Keep a powerful weapon at the ready, as two Vores are waiting to rend you limb from limb. With the Vores destroyed you can collect the black magic rune from inside the pillar, which will lower the door which shields your exit. Jump through the portal to begin part three.



Level 12: The Underearth

PASSWORD: SWVJ J234 QQBK LWWH

WALKTHROUGH

Walk across the bridge and into the castle, firing at the trio of Ogres you encounter on the way. The passage opens into a large room full of Scrags and Death Knights, so nuke these enemies and return to the bridge before diving into the water. Follow the underwater tunnel to a set of stairs and walk up into the castle, dispatching plenty of grenades to deal

with more Ogres. In this large room walk down to the corner and fight with the Fiend attacking from your left, then descend down the stairs ahead into a Zombie-filled passage.

At the end of the corridor is a large room, again filled with Zombies. Use your grenades to blow them away then continue down the slope and across the bridge. Turn to your right

and blast a couple of Scrags, then follow the slime side ledge to a set of stairs. Climb the stairs and splatter another Ogre and a pair of Death Knights, before searching in the darkest corner for another corridor.

Proceed along this corridor fighting a Fiend and some more Death Knights, then carefully enter the room ahead. The metal strips on the floor set off a nailtrap, so jump over them and head for the lift. Ride the lift up

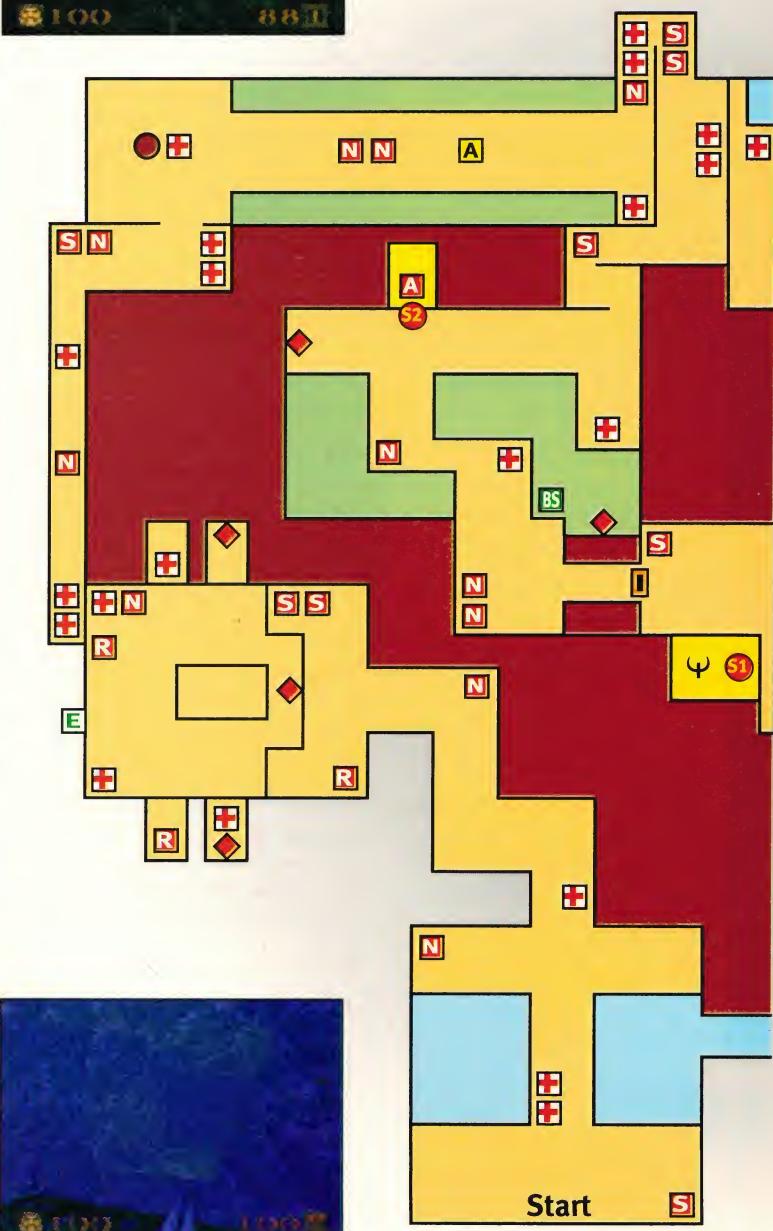


and slaughter the Ogre waiting for you, then follow the next passage to the end where you will discover the gold key. With this key in your possession drop off the ledge and proceed through the gold door. Once on the other side of the door, turn to your right and open fire with your super nailgun. There are several Scrags floating around above the toxic pool and an Ogre down and to your right. With these enemies out of your way, walk across the bridge and activate the switch on the far wall. Exit the room by the corridor in the far right hand corner and follow the passage to the end. Shoot a couple of Scrags at the end and then turn and follow the passage to your left. Blast



SECRET 1

On the wall to the left of the gold door is a small piece of wall that sticks out. Push this block into the wall to open the first secret area, located just to your left. Inside this area you can collect a quad damage rune.

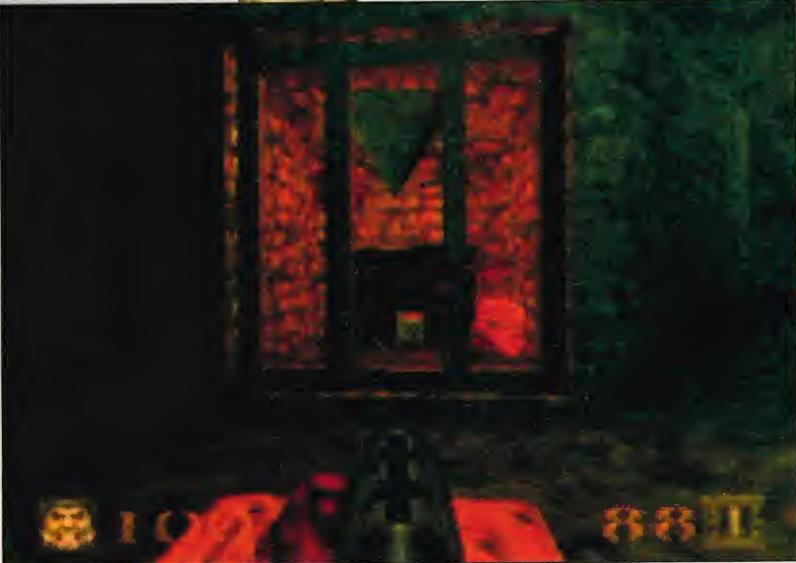


the two Ogres guarding this corridor, then select your super nailgun and proceed into the next room.

Dice the floating Scags and the Death Knight, then collect the items around you and head for the opposite side of the bridge. Once you reach the small room on the other side you set off a rather nasty nailtrap. To exit this small room you must activate all four switches on the walls before the door will open. Quickly dash around the edges of the room, pressing the switches as you go, then dive through the door. The trap will stop as soon as you pass through the doorway.



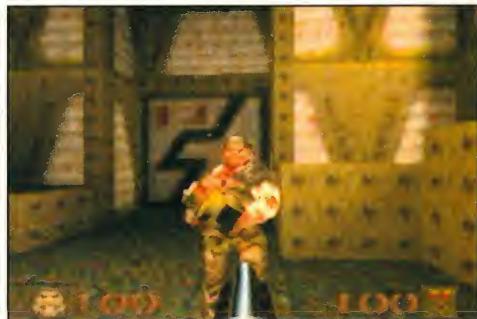
Quickly turn to your right and splatter an Ogre before collecting some health power-ups from the corner behind you. Now proceed along the passage, turn left at the end and destroy the approaching Fiend. Now take a careful walk along this corridor splattering any enemies that jump out at you from the darkened corners. In the next large room you will find a handful of Zombies and a switch; burst the zombies and activate the switch to open four small alcoves in the walls. Kill the extra Zombies, then activate the switches hidden inside two of the alcoves. You will now be able to climb the stairs in the centre and exit the level through the large door at the top.



SECRET 2

The second secret area is located under the slime just inside the gold door. Run around the bridge to the end, then dive across the slime pit into a small room under the main platform. In this area you can collect a bio suit and some nails. Once you are wearing the bio suit it's time to take a dive for the second secret! When you start to sink, follow the passage and you can collect some red armour from inside this secret area before quickly returning to the surface of the pool.





Level 13: Termination Central

PASSWORD: 5SR9 TDFG VQBR JBCT

84

WALKTHROUGH

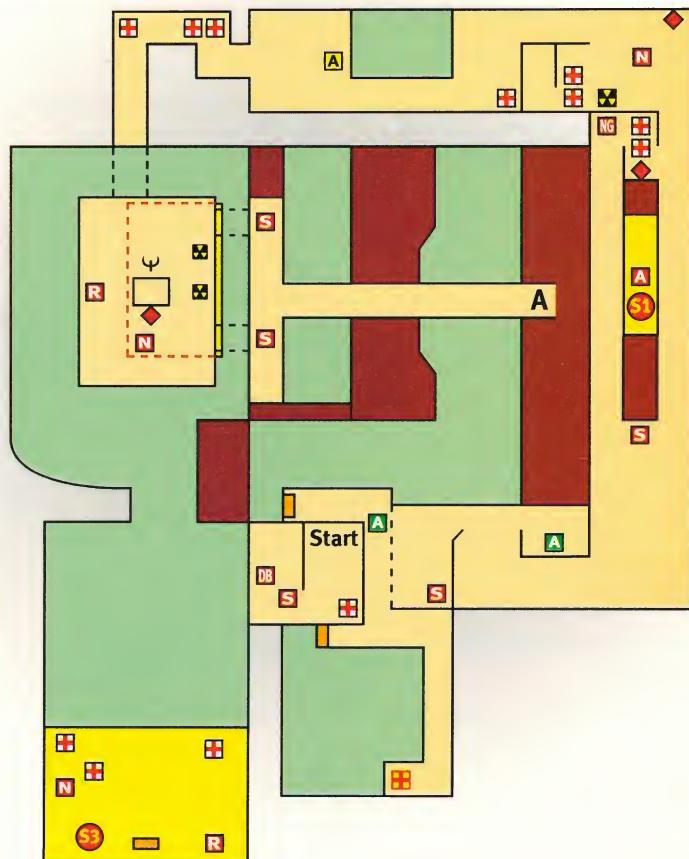
Walk around the corner and collect a super shotgun, then activate the switch and ride the lift down to the level below. Rip the Grunts in front of you, then follow the hall to the far end and pick up some armour. Enter the passage to your left and continue until you reach an intersection with two corridors. Take the path to the right and walk to the end where you will find a switch guarded by a couple of Enforcers. Shoot the guards and activate the switch, then return to the intersection and follow the passage on the left. On the corner collect the nailgun, then continue along the passage while wasting some more

feeble Grunts. Punch the switch on the wall in front of you then turn left and left again into a large Grunt-filled room. Blast the radioactive canisters here to make mincemeat of the guards, then run up the two flights of stairs to the top. Pick up the yellow armour and then continue to follow the passage way at the rear of the room, blasting any enemies that stand in your way.

At the end of the passage, turn to the left and nail the advancing troop of Grunts as they walk across the bridge. With the enemies out of your way, cross the bridge and activate the switch on the central pillar. Walk down the stairs into the passage to your left and splatter the oncoming enforcers. Now continue across the bridge until you find yourself back inside the building, and jump onto the lift. Turn to the left and follow the walkway around to pick up the gold key, then return to the lift. Now continue along the hall splattering Grunts and enter through the gold door at the end. There is a long corridor filled with Grunts leading to the slipgate exit. Use your super nailgun to cut these enemies to pieces, then jump onto the platform to exit this level.

SECRET 1

From the intersection follow the left path, and shoot the dark area of wall on the right-hand side. A hidden door will open to reveal the first secret area of this level, with some red armour waiting inside.

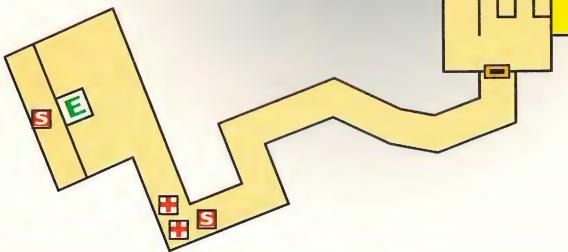


SECRET 2

On the large platform that spans across the huge slime pit, look over the edge between the two stairs and you will notice a small ledge. Drop onto this ledge to discover the

second secret area. In this hidden room you can collect some rockets, yellow armour and a health power-up. To exit this secret area you can either use the lift to take you to the top of the central pillar, or jump into the slime to find secret three.





SECRET 3

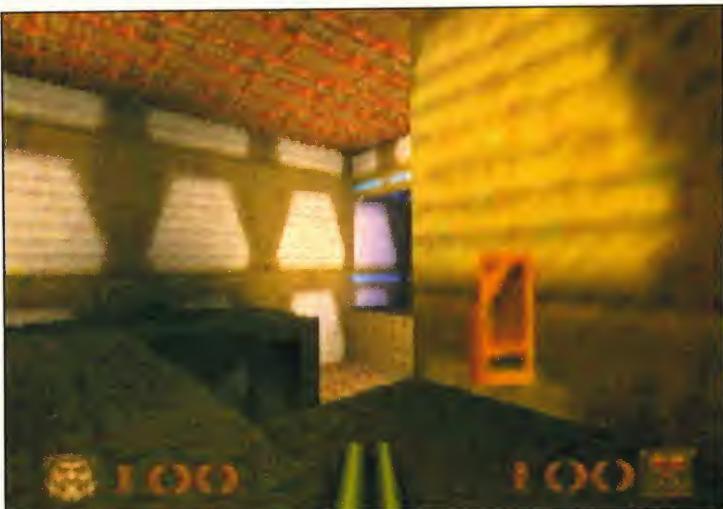
Jump into the huge slime pit opposite the switch that activated the bridges. Along the rear wall you will find a small passage leading to a hidden slime-filled room. Jump out of the slime to discover the third secret area, containing some nails, health and rockets. To exit this area jump into the portal and you will appear on a thin ledge high

above a slime pool. Walk to the corner and collect some green armour, then blast the advancing Grunt. Continue to the end of the ledge and carefully jump down onto the ledge below. Pick up the megahealth in the corner, then step into the portal to be transported back to the higher ledge. Follow the ledge and step through another portal to be transported back into the starting room.



SECRET 4

Underneath the spot where you find the gold key is the fourth secret area. To get into this area stand just to the right of the lift then run forwards without jumping. You can collect a quad damage rune from this dark ledge.



SECRET 5

To enter the final secret area on this level, you must jump on top of the boxes arranged between secret four and the gold door. Once on top of the highest platform turn and shoot the wall to your left, which will open a hidden door. Follow the dark passage to a secret area containing a megahealth.



Level 14: The Vaults of Zin

PASSWORD: 5NRW QJYG GVBR GBFL

WALKTHROUGH

From the start run straight down the hall towards the silver key, then as it disappears turn around and splash the Zombies that have appeared behind you. Enter their hideout to activate the switch on the wall, which opens the gate to the right. Walk through the gate and follow the corridor into a long room with a lava pool in the centre. Walk around the poolside and enter a lift at the rear of the room, then ride the lift up to the next floor. Nail the waiting Scrag, then use the ledge around the sides of the room to get to the switch on the far wall. Activate the switch and run to the centre of the bridge and drop through the hole in the centre. Quickly jump across the lava and then battle with the three Ogres who appear from the corridor to the left.

Once the Ogres are down, take the passage to the left and follow it into a large room with two Ogres and a Zombie. Cross the room and climb the stairs on the other side, then ride the lift to the bottom. Splatter the Ogre to your left and then activate the switch on the wall. Now edge around the central lava pool and enter a small passage again to your left. Kill the waiting Ogre and activate the second switch to open the exit. Return to the tiny lava pool and walk through the portal now accessible to your left.

You have returned to the large room at the top, and need to head down and to the right to get the silver key. Before dropping off the ledge, take a good look and dispose of the two Fiends waiting to cut you to

pieces. Now drop down into the room, locate the switch to your left and activate it. Walk back into the smaller room and obliterate the Zombies that have appeared from the doorway, then follow the passage to the end. Collect the silver key and the other helpful items, then jump into the portal to be transported to the silver door. Enter the door and mulch the Zombies, then proceed into a large dark room with several pillars.

On the central pillar near the rear of the room is a switch; activate it and the pillar in the middle of the room will disappear. Now run and step on the switch in the centre of the floor, then jump for the edge of the room – if you do not jump you will fall into a battle with a Shambler below. Peer over the edge of the pit and throw grenades at the Shambler below from the safety of the top floor. When the Shambler is dead, drop down and collect the gold key. Pick up the super shotgun in the corner and activate the switch to open the door. Walk through the door and into the portal to return to the room above. Continue directly ahead and into a small corridor, turning to the left to open the gold door. Walk through the gold door and then step through the portal to exit the level.

SECRET 1

After killing the two Fiends from the upper ledge, jump over to the right hand wall and you will land on a small thin ledge. Slowly walk

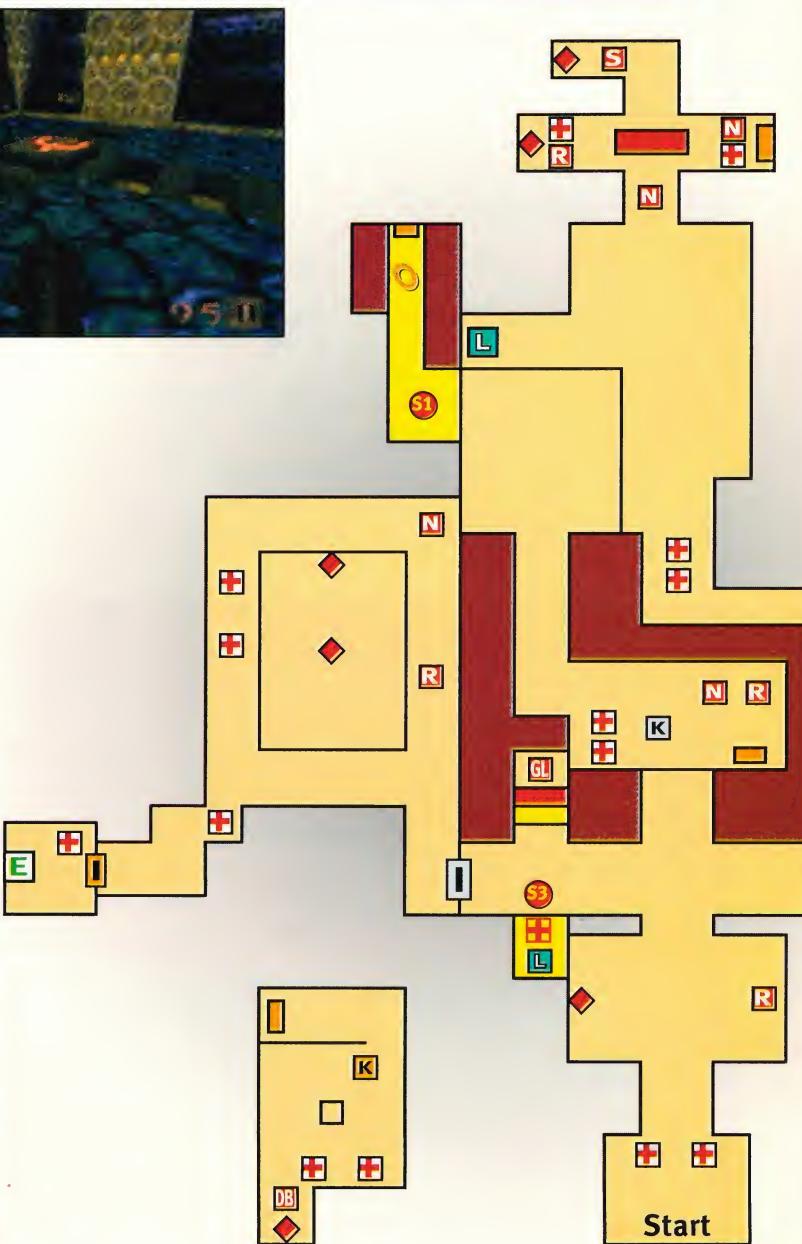


towards the lift and then shoot the wall on your left hand side. Welcome to secret area one! Inside this area you will find a ring of shadows and a portal to return you to the upper ledge.



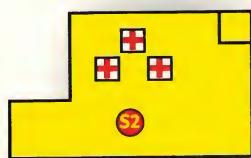
SECRET 2

After pressing the switch to open the door to the silver key, turn around and shoot the dark area of wall next to the entrance. A door will open, revealing a portal that transports you to the second secret area. Jump across the gap to land on the platform opposite where you will find some health, rockets and shotgun shells. To exit this area, drop down through the small hole in the corner.



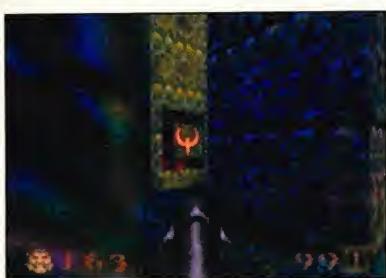
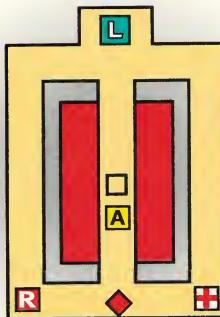


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SECRET 3

For the final secret of the level, walk up to the silver door and turn to the right. Jump over the gap to collect the grenade launcher, then throw a few grenades down the hole. When the waiting Zombies have been blown to shreds run off the platform and drop down the hole into the final secret area. Pick up a megahealth and then step onto the lift to rise back to the silver door.



Stuck On Level 15?

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- Star Fox!* *Blast Corps!* *Turok!* The *Mario 64* and *Shadows Of The Empire* solutions begin here!



ISSUE 3

- Mission: Impossible!* *ISS 64!* *Blast Corps* complete solution! All gone, unfortunately.



ISSUE 4

- Banjo-Kazooie!* *Conker's Quest!* *Goldeneye!* *F-Zero 64!* *Go! Go! Troublemakers!* *Mario Kart 64* guide!



ISSUE 5

- Extreme G!* Behind the scenes of *Goldeneye!* *MRC!* *Goemon!* *Lylat Wars* review and players' guide!



ISSUE 6

- Duke Nukem 64!* Part one of the *Goldeneye* solution! Game clichés! All popular, hence gone.



ISSUE 7

- Diddy Kong Racing!* *Top Gear Rally!* *Duke Nukem!* Plus the full guide to *Mischief Makers!*



ISSUE 8

- That'd be *MK Mythologies*, the last part of *Goldeneye*, *FIFA '98* and *Automobili Lamborghini*, then.



ISSUE 9

- Loads of stuff from Japan about *Zelda 64*, plus our *Top Gear Rally* guide and maps – gone!



ISSUE 10

- Yoshi's Story* and *Nagano Winter Olympics* get reviewed, while *Duke Nukem* and *SF Rush* get mapped!



ISSUE 11

- Fighter's Destiny!* *Robotron 64!* The *Bomberman 64* solution! *Tamagotchi World!*



ISSUE 12

- Quake!* *Holy Magic* *Century!* *Deadly Arts!* *Mortal Kombat* *Mythologies* fully mapped!



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- Forsaken 64!* *Quake* reviewed! *Yoshi's Story* busted wide open! *World Cup '98!*



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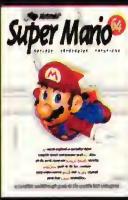


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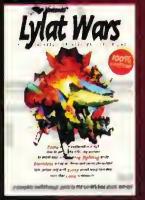
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64 NINDEX

magazine

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92

1080° SNOWBOARDING

Publisher: Nintendo

Reviewed: Issue 12

80 percent



A very playable and polished snowboarding simulation from the team that created *Wave Race*, with an absolutely superb control method that is probably the most realistic in any sports game ever. The realism and graphical excellence has a price, though; there are only six race courses. However, the stunt modes should help most people get over this.

AERO FIGHTERS ASSAULT

Publisher: Video System

Reviewed: Issue 9

61 percent



A distinctly poor attempt to do an air combat game on the N64, from the makers of *Pilotwings*. Although the planes themselves are well-modelled, the game as a whole is appallingly slow. It also suffers from badly thought out level designs where the bosses can be attacked right from the off, meaning some stages can be over in moments. A huge let-down.

AERO GAUGE

Publisher: ASCII

Reviewed: Issue 10

47 percent



Envious eyes looked upon the PlayStation and the success of Psygnosis's *Wipeout* games. A plan was set in motion – clone *Wipeout* for the N64. The bad news was that the cloning process was faulty, bringing a monster into the world! Actually, *Aero Gauge* isn't that bad – it's just grotesquely limited in scope, lacking in speed and having the world's worst pop-up effects.

AIRBOARDER

Publisher: Human

Reviewed: Issue 14

80 percent



Office – in fact, general – opinion was divided over this game. Either you really like it, or you really hate it. It's definitely one that you should try before you buy. The game itself is a hoverboard sim (if you can simulate something that doesn't exist) played out over a number of bizarre courses. Incrementally addictive or boring as hell? You be the judge.

ART OF FIGHTING TWIN

Publisher: Culture Brain

Reviewed: Issue 10

72 percent



The N64 has not, to date, been blessed with any beat-'em-ups of the standard of *Street Fighter*, *Tekken* or *Virtua Fighter*. However, *Art of Fighting Twin* manages to get a few punches in. The 'Twin' part of the name comes from its two modes – normal or super-deformed. Some entertaining battles can be had, though it relies too much on easily-performed super moves.

AUTOMOBILI LAMBORGHINI

Publisher: THE Games

Reviewed: Issue 8

68 percent



Titus's racer tries to give the sensation of head-to-head duelling in expensive supercars, but doesn't quite succeed. There isn't enough of a sensation of speed to make you believe you're really hammering along in a Lamborghini. Having the cars race in a pack rather than being spread out does make things interesting, though, and the four-player mode provides some excitement.

BLAST CORPS

Publisher: Nintendo

Reviewed: Issue 3

Price: £59.99

80 percent



One of those games that defies categorisation, *Blast Corps* is best described as a combination of racing game and puzzler. A nuclear missile carrier is rolling towards destruction – you have to use a variety of vehicles to clear a safe route for it. It's destruction on a massive scale and good fun, though not that long-lasting unless you're into exploring every square inch.

BOMBERMAN 64

Publisher: Nintendo

Reviewed: Issue 9

Price: £49.99

80 percent



On the SNES, the multi-player game made this a classic. On the N64 the battle mode is a profound flop, but the one-player game almost compensates. *Mario*-style landscapes present puzzles to be solved – not by running and jumping, but with careful placement of bombs! It's a game that grows on you, but it'll never have the appeal of its 16-bit ancestor.

BRAVE SPIRITS WRESTLING

Publisher: Hudson Soft

Reviewed: Issue 12

Price: Import

65 percent



The N64's second wrestling game after *WCW Vs NWO*, and it suffers in comparison. Although the look of the game is a lot clearer, with the wrestlers looking particularly solid, where *Brave Spirits* (or *Tohkon Road*, if you prefer) falls down is in the gameplay, which isn't anywhere near as flowing as *WCW*. The obscure Japanese wrestlers don't help much either!

CHAMELEON TWIST

Publisher: Ocean

Reviewed: Issue 10

Price: £59.99

64 percent



One of several *Mario* clones that the N64 has thrown up, the only innovation here being that the central character uses his prehensile tongue to haul himself around and destroy enemies. A stupid camera system which makes it hard to follow the action lets the game down badly, as does its astonishing easiness – the game can be completed in next to no time.

CLAYFIGHTER 63 1/3

Publisher: Interplay

Reviewed: Issue 8

Price: £59.99

08 percent



Worst game on the N64 without a doubt, and a strong contender for worst game of the decade. Aside from some mildly imaginative 3-D backgrounds, there isn't a single thing about this game that rises above the level of 'abysmal'. Fuzzy, jerky graphics, inept and clumsy controls and the most annoying sound effects since the last Jim Carrey film make this a true curser.

CRUIS'N USA

Publisher: Nintendo

Reviewed: Issue 10

Price: £34.99

22 percent



One of the N64's earliest games, dredged up for some unaccountable reason nearly 18 months later for a UK release. Even those desperate for new games should avoid this – it might have a very low price for an N64 title, but it's also got a very low quality level! Shockingly inept stuff that makes even *Multi Racing Championship* look like a polished diamond.

DARK RIFT

Publisher: Vic Tokai

Reviewed: Issue 4

Price: £59.99

47 percent



Blah blah blah dimensional rift. Blah blah blah fighters from all time zones brought together. Blah blah blah battle for ultimate power. A tedious scenario that is perfectly suited to this tedious game. It might have attractive and quite smooth visuals, but the gameplay is both boring and derivative of other, far superior, games. As bland as a meal of Cream Crackers.

DIDDY KONG RACING

Publisher: Rare

Reviewed: Issue 7

Price: £49.99

86
percent



DIDDY KONG RACING – MORE SECRETS THAN MI5, AND PROBABLY NOT FULL OF KGB SPIES EITHER.

Putting Nintendo's own *Super Mario Kart* to shame, Rare's huge racing-slash-exploration game provides some genuinely stunning visuals, great multi-player action and challenging tracks. Even when you've completed it there are still more secret levels to discover! If you can live with the over-cutesy characters, this is the one racing game that you really need to have.

DOOM 64

Publisher: GT Interactive

Reviewed: Issue 1

Price: £59.99

70
percent



Not a bad attempt to update the classic-but-elderly PC game, with all-new levels and redesigned monsters to annihilate in an orgy of blood and guts. Although it's been outclassed by *Goldeneye*, the no-nonsense gameplay of *Doom* should still have appeal for those who want their killing sprees unencumbered by the need for any troublesome thought or subtlety.

DORAEMON

Publisher: Epoch

Reviewed: Issue 3

Price: Import

percent



The first attempt to copy *Mario 64*, which is... well, a copy of *Mario 64*, only with the (very) slight difference that you can choose between five characters with marginally different abilities. Well, woo-hoo. There's lots of Japanese text so puzzle solving becomes a matter of trial and error, but since the puzzles are so straightforward it's really just a trial.

DUAL HEROES

Publisher: Hudson Soft

Reviewed: Issue 9

Price: Import

20
percent



Even the N64's staunchest supporter will admit that in the field of fighting games it comes absolutely bottom of the world, and *Dual Heroes* just rubs it in with sandpaper. Any beat-'em-up that requires absolutely no skill whatsoever to defeat is not going to hold the interest, and the colour scheme the game uses is like being stabbed in the eye.

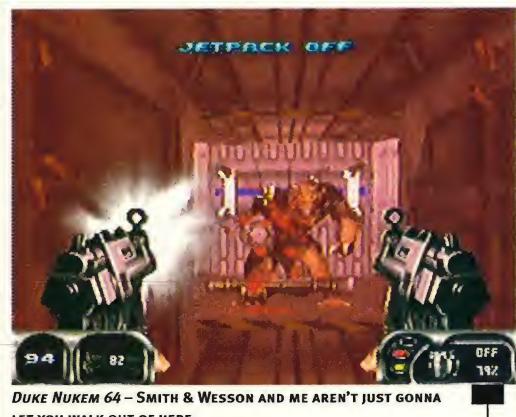
DUKE NUKEM 64

Publisher: GT Interactive

Reviewed: Issue 7

Price: £59.99

84
percent



DUKE NUKEM 64 – SMITH & WESSON AND ME AREN'T JUST GONNA LET YOU WALK OUT OF HERE.

The gravel-larynxed hero of the PC sticks his Docs onto the N64, with creditable effect. Although *Duke Nukem 64* looks rougher around the edges than *Goldeneye*, it boasts more levels and a refreshingly lax attitude to collateral damage. Despite it being an 18 certificate, Nintendo have nevertheless insisted on cuts (no more booze or nekkid babes), but it's still entertaining.

EXTREME G

Publisher: Acclaim

Reviewed: Issue 7

Price: £49.99

80
percent



Take on a trackful of hi-tech bikers in this dementedly fast futuristic racer. An array of weapons and the option to have up to four players compete on either the rollercoaster racetracks or the confined battle arenas adds to the fun. Probe Software's attempt to out-*Wipeout* *Wipeout* does a fine job, although some of the twisting courses do involve more luck than skill.

F1 POLE POSITION

Publisher: Ubi Soft

Reviewed: Issue 6

Price: £59.99

63
percent



Return to the ancient days of 1996, when Damon Hill actually stood a chance of winning races, in this Formula One simulator. It's actually a slightly improved version of the Japanese *Human Grand Prix*, but some of the fundamental problems of the original – like unrealistic car handling and a lack of believable crashes – still remain, hampering enjoyment.

FIFA 64

Publisher: EA Sports

Reviewed: Issue 2

Price: £29.99

20
percent



Hhhuukhkh-hptui! Footballers are well known for their gobbing – the chances are they're thrutching their phlegm at this. *FIFA 64* is a truly horrible football game, as thrilling as the Chelsea Pensioners' Sunday League and as realistic as William Shatner's hair. Even wholesale price cutting couldn't help it. Luckily, the sequel is a drastically better proposition.

FIFA: ROAD TO WORLD CUP '98

Publisher: EA Sports

Reviewed: Issue 9

Price: £59.99

80
percent



A vastly improved follow-up to *FIFA 64*, *FIFA '98* remembers to include little game-enhancing things like realism and playability. The players now respond to your actions, for a start. A hugely comprehensive management option makes this the definitive choice for budding Glenn Hoddles, though in terms of gameplay *ISS 64* still just slots the winner home.

FORSAKEN

Publisher: Acclaim

Reviewed: Issue 14

Price: £59.99

64 SWAP! 93
percent



DO NOT FORSAKE THIS GAME! IT'S THE BEST FOUR-PLAYER BLAST THIS SIDE OF GOLDENEYE.

Iguana UK's debut N64 game is a genuine smash – a first-person blaster that both looks spectacular and offers lots of challenge. As a futuristic bounty hunter, you've been commissioned to rid the Earth of its evil robot overlords, which involves you wasting every single one of them. Personally, Great gameplay, intelligent enemies and a violent deathmatch game – what more could you ask for?

FIGHTER'S DESTINY

Publisher: Ocean

Reviewed: Issue 11

Price: £59.99

80
percent



The N64 finally gets itself a decent beat-'em-up – it only took, what, 18 months? It's very much like Sega's *Virtua Fighter* in terms of play, though that's not such a bad thing as *VF* is one of the best fighters around. While the graphics aren't anything special, the depth and range of moves more than makes up for this shortfall. This is the one N64 fighter you really should own.

THE GLORY OF ST ANDREWS 10

Publisher: Seta

Reviewed: Issue 3

Price: Import

10 percent



Golf, as has been noted in the past, is a good walk spoiled. This game, on the other hand, is good silicon wasted. *St Andrews* is a truly pathetic piece of simulation, featuring a St Vitus control method and fairways that look as much like the real St Andrews as they do the surface of the Moon. Brucie and Tarby would turn in their graves if they were dead.

G.A.S.P!! FIGHTERS' NEXTREAM 70

Publisher: Konami

Reviewed: Issue 13

Price: Import

70 percent



Fighting action with a novel twist – you get to design your own characters! A fighter creation option adds interest to Konami's beat-'em-up hopeful, but unluckily the gameplay at the core of *GASP* is lacking. The fighters aren't all that responsive, and their movement is often jerky. All in all, *GASP* has some good ideas, but it's let down by rather clumsy execution.

GOLDENEYE 64 95

Publisher: Nintendo

Reviewed: Issue 5

Price: £49.99

64 percent



GOOD EVENING, MR BOND. WE'VE BEEN EXPECTING YOU. NOW I'M GOING TO PUT YOU IN THE EASY-TO-ESCAPE DEATH MACHINE!

Best game on the N64, and quite possibly one of the best videogames games of all time. Rare's stunning James Bond game is a winner whether you play in the one-player adventure game or the friendship-wrecking multi-player deathmatch. If you own an N64, then you just have to have this game or else face social ostracisation and the taunts of small children in the street.

HEXEN 30

Publisher: GT Interactive

Reviewed: Issue 5

Price: £59.99

30 percent



A Dungeons & Dragons-style take on *Doom*, though unlike *Doom 64*, *Hexen* hasn't been updated from its PC roots. This means blocky graphics, an abundance of nasty brown textures making everything blend together on screen and no real thrills. Play the four-player game and you'll think someone's rubbed Bisto into your eyeballs, such is the fuzzy brown-ness.

ISS 64 93

Publisher: Konami

Reviewed: Issue 3

Price: £39.99

93 percent



IF YOU WANT TOP-WHACK FOOTY ACTION, YOU CAN'T DO BETTER THAN GETTING A SEASON TICKET FOR KONAMI UNITED.

Still the best football game around on any system, though a World Cup edition is apparently due later in the year. Footie purists maintain the Japanese original – *J-League Perfect Striker* – is slightly better, but *ISS 64* is the ultimate example of the Beautiful Game. Another essential purchase – and it's now at a low price! Buy it now – why are you waiting?

J-LEAGUE DYNAMITE SOCCER 44

Publisher: Imagineer

Reviewed: Issue 6

Price: Import

44 percent



The word 'average' could have been coined with this game in mind. Although in some ways it looks similar to *ISS 64*, it suffers badly from a lack of variety in the kicks and tricks its players can perform, and it's also a real task trying to keep track of which player you're controlling. Not bad, not good, not really worth even thinking about when there's *ISS* instead.

JEOPARDY! 30

Publisher: Take 2

Reviewed: Issue 14

Price: Import

30 percent



Answer: abysmal, appalling, a travesty of videogame programming, major league s**kage, more pants than Marks & Sparks. Question: what is *Jeopardy!*? This N64 conversion of a quiz show that nobody in Britain has ever seen (with good reason) is truly ghastly; useless visuals, America-only questions and all the appeal of a herpes sore. If you see it, warn the authorities!

JOHN MADDEN 64 76

Publisher: EA Sports

Reviewed: Issue 8

Price: £59.99

76 percent



Gridiron action as approved by the portly syrup-sporter of yore. Released at the same time as Acclaim's *Quarterback Club*, *Madden* plays in much the same way (as you'd expect of an American football game). The AI of the players is slightly better in *Madden*, but it doesn't have QBC's showy high-res graphics, so there's very little to choose between the two.

KILLER INSTINCT GOLD 70

Publisher: Nintendo

Reviewed: Issue 3

Price: £59.99

70 percent



Beat-'em-up action for caffeine addicts and speed freaks; *KI Gold* is fast and frantic (often ludicrously so), but relies too much on mad button hammering in place of skill, whatever the *KI* combo bores may tell you. The use of 2-D characters on 3-D backgrounds now looks a little dated, especially when compared to games like *Mace* or *Art Of Fighting Twin*.

LYLAT WARS/STARFOX 64 88

Publisher: Nintendo

Reviewed: Issue 5

Price: £59.99

88 percent



One of Nintendo's updates of past Super NES glories, which provides a dazzling showcase for the N64's graphical abilities over 16 varied and beautifully realised worlds. If there's a problem with *Lylat Wars* (apart from the duff UK title) it's that it is a bit on the easy side – seeing even the hardest worlds isn't that much of a task once you know how to reach them.

MACE: THE DARK AGE 70

Publisher: GT Interactive

Reviewed: Issue 7

Price: £59.99

70 percent



A conversion of an arcade machine that provides some reasonable hack 'n' slash action as a bunch of medieval fighters – big musclebound hunks and over-inflated babes for whom clothes are an irrelevance – whack away at each other with big swords. There's enough here to keep beat-'em-up fans occupied for a while, though it still doesn't offer much long-term appeal.

MARIO KART 64

Publisher: Nintendo

Reviewed: Issue 3

Price: £49.99

78
percent



Something of a disappointment, considering how good its Super NES forebear was. *Mario Kart 64* is fun at first, but the computer-controlled players cheat to an obscene degree (no matter how fast you are, they always catch up in moments) and some of the tracks provide nothing but irritation instead of challenge. Still good for multi-player racing, though!

MISCHIEF MAKERS

Publisher: Nintendo

Reviewed: Issue 7

Price: £49.99

82
percent



Strangeness ahoy in this 2-D platformer, which crams in more variety and imaginative tricks than any of its 3-D contemporaries. You control Marina the green-haired robot maid in her constant efforts to rescue her lecherous and imbecilic master from the clutches of an evil empire of mournful aliens. Weird, yes, but compulsive, if maybe a little easy.

MK MYTHOLOGIES: SUB-ZERO

Publisher: GT Interactive

Reviewed: Issue 9

Price: £59.99

46
percent



If you're turned on by the idea of making jump after jump after jump over perilous ledges using a poorly thought-out control method, with some ketchup-splattering combat thrown in, you'll love *MK Mythologies*. People with a frustration threshold less than the Dalai Lama might not take so kindly to it, though. Still, some people prefer *Mortal Kombat* to *Street Fighter* – horse, there's a course.

MORTAL KOMBAT TRILOGY

Publisher: GT Interactive

Reviewed: Issue 3

Price: £59.99

32
percent



Three blood-soaked games in one! And all of them of the same ropy quality. If you're the kind of person whose life won't be complete until you've seen every silly fatality, babosity and animality in the *Mortal Kombat* series, then you should get this game. And a life. The gameplay of the *MK* franchise hasn't advanced since *MK2* in 1994, and it definitely shows.

MULTI RACING CHAMPIONSHIP

Publisher: Ocean

Reviewed: Issue 5

Price: £59.99

52
percent



A ponderous and unexciting attempt to bring rallycross to the N64. *MRC* is lacking in speed (generally considered to be a major ingredient in a racing game) and takes a good kicking on the difficulty front by being way too easy. The limited number of tracks (a mere three, not counting the usual mirror options) gives it the lifespan of a gnat. One of the cars is unbeatable, as well – why?

MYSTICAL NINJA STARRING GOEMON

Publisher: Konami

Reviewed: Issue 13

Price: £59.99

85
percent



An English translation of *Ganbare Goemon*, and one that makes a dramatic improvement to the game's playability. Actually knowing what you're supposed to do next, instead of just wandering around until you stumble upon a new item or location, transforms an amusing but irksome title into a very entertaining adventure. The N64's first RPG, and not before time!

NAGANO WINTER OLYMPICS

Publisher: Konami

Reviewed: Issue 10

Price: £59.99

65
percent



Wintery action from the Land of the Constantly Extinguishing Olympic Torch. Konami's attempt to simulate the Olympiad is a brave effort, but let down by a couple of sub-par events. The variety on sports on offer (from downhill skiing to – yes! – curling, which is more fun than it sounds) does help out, and it's a hell of a lot more realistic than the 'robots on ice' PlayStation version!

NBA COURTSIDE

Publisher: Nintendo

Reviewed: Issue 14

Price: Import

85
percent



Featuring the endorsement of basketball sensation Kobe Bryant, the first game for Nintendo's new Nintendo Sports label is easily the best basketball sim on the machine, not that the competition is all that dazzling. However, like *1080° Snowboarding*, Nintendo's other recent sports sim, *Courtside* is oddly lacking in 'soul', for want of a better word – it's competent, but somehow mechanical.

NBA HANGTIME

Publisher: GT Interactive

Reviewed: Issue 5

Price: £59.99

45
percent



Wobbly-skulled giants trudge around the court in this silly basketball game where a 'create player' option lets you play as a pig, which seems somehow fitting. It's all stupid super-moves, 50 foot leaps and exploding baskets, rather than anything resembling a real sport. Those who enjoyed *Batman And Robin* might consider it "awesome", which says it all!

NBA PRO '98

Publisher: Konami

Reviewed: Issue 12

Price: £59.99

70
percent



With only the annoying *NBA Hangtime* as competition, *NBA Pro '98* should have sewn up the N64 basketball market. It doesn't manage this because of its quite awful visuals, which take blurriness to new heights! If you can withstand the eye strain, there is quite a decent game underneath, especially in four-player mode, but it's probably worth waiting for Nintendo's *NBA Courtside*.

NFL QUARTERBACK CLUB '98

Publisher: Acclaim

Reviewed: Issue 7

Price: £59.99

80
percent



Acclaim's high-resolution rival to EA Sports' *John Madden 64*, with the benefit of an official NFL licence. *QBC* certainly beats *Madden* on presentation and glitz; as far as the gameplay goes, there's very little to distinguish the two. The choice is between much better graphics or slightly better player intelligence – judging from international sales, people prefer the former.

NHL BREAKAWAY '98

Publisher: Acclaim

Reviewed: Issue 12

Price: £59.99

85
percent



The team that produced the high-resolution *NFL Quarterback Club* strike again, with this medium-res (but still crystal clear) ice hockey title that manages to beat the *Wayne Gretzky* series at its own game. It's a great multi-player challenge, and the sharpness of the visuals makes the action a lot easier to follow than it is in any of the *Gretzky* games. Worth getting.

OLYMPIC HOCKEY '98

Publisher: Midway

Reviewed: Issue 12

Price: Import

70
percent



Hurried out in order to cash in on the excitement festival that was the Nagano Olympics, *Olympic Hockey '98* is nothing more than *Wayne Gretzky '98* in new national kit, and actually has fewer teams than its predecessor. If you have either of the previous *Gretzky* games, there's no point whatsoever getting this unless you are an ice hockey fetishist.

PILOTWINGS 64

Publisher: Nintendo

Reviewed: Issue 1

Price: £59.99

74
percent

A game that splits the office to this day. One camp argues that the ability to more or less set your own agenda provides near-infinite replay value. The other camp maintains that there isn't any real objective and that you just waft about over pretty landscapes. Since a member of the latter group edits the mag, guess which viewpoint is represented here?

PUYO PUYO SUN 64

Publisher: Compile

Reviewed: Issue 8

Price: Import

87
percent

If it looks like something from the Sega Mega Drive, then that's because it pretty much is. The *Puyo Puyo* games have been around for years, and have changed very little along the way. Luckily, they don't need stunning graphics, because this is a game where gameplay is all. Great fun to play alone, supremely addictive against a friend – campaign for an official release now!

QUAKE

Publisher: GT Interactive

Reviewed: Issue 13

Price: £59.99

88
percent

A massive hit on the PC, *Quake* comes to the N64 with improved graphics and a fair smattering of gore, but sadly its deathmatch option is only for two players, as opposed to the benchmark-setting *Goldeneye*'s four. This does ultimately reduce its longevity, but all the same the one-player game is still a lot of aggressive fun. Kill ogres! Shoot dogs! Brutalise demons!

RAMPAGE

Publisher: GT Interactive

Reviewed: Issue 13

Price: £59.99

80
percent

An arcade conversion with an unusual three-player mode, in which you take on the stamping form of one of three movie-style monsters and run around wrecking cities and eating people. This kind of action is fun for a while, and spotting all the amusing little touches in the game keeps you entertained, but the infinite credits mean it's got very little lasting value.

ROBOTRON 64

Publisher: Crave Entertainment

Reviewed: Issue 11

Price: Import

81
percent

Okay, so on paper it looks crap – an update of an ancient arcade game with weedy graphics and extremely repetitive gameplay that involves ceaseless shooting with nary a break. But in play it's absolutely brilliant, a non-stop, sweat-squirting, adrenaline gland-popping orgy of relentless destruction that reminds you what videogames are all about. Top!

SAN FRANCISCO RUSH

Publisher: GT Interactive

Reviewed: Issue 9

Price: £59.99

70
percent

The streets of San Francisco have never been more dangerous! Racing up the hills and round the twisting corners of the city on the bay is entertaining, although the control method could stand a lot of improvement. However, it's the hidden depth of *SF Rush* (you can explore for miles off the track to find hidden keys that unlock secrets) that keeps it interesting.

SHADOWS OF THE EMPIRE

Publisher: Nintendo

Reviewed: Issue 1

Price: £59.99

58
percent

A decidedly dodgy *Star Wars* cash-in that was hugely over-rated when it was first released because of N64 euphoria. Time hasn't treated *Shadows* kindly, though – it's a kind of third-rate *Tomb Raider* meets *Starfox*, with some very lumpen subgames that should have had their throats crushed at birth. "Do, or do not," said Yoda. This one does not.

SIM CITY 2000

Publisher: Imagineer

Reviewed: Issue 12

Price: Import

60
percent

This conversion of the creaky old PC game is a bit of an oddity, because the mouse-based control of the original isn't really suited to a console. Imagineer give it their best though, and if you've played the original and know what you're supposed to do (everything's in Japanese), some urban amusement can be had, though it's lacking in excitement and feels very dated.

SNOWBOARD KIDS

Publisher: Atlus

Reviewed: Issue 11

Price: £39.99

83
percent

OH, I DON'T KNOW. IT'S SNOWBOARD KIDS, AND IT'S GOT SNOW AND BOARDS AND KIDS IN IT. DO YOUR OWN CAPTION.

A surprisingly enjoyable little game, which for a while supplanted *Goldeneye* as the office after-hours four-player game of choice. Unlike the 17 million other N64 snowboarding games on the way, *Snowboard Kids* plays for laughs, and is all the better for it. One of the courses doesn't even have any snow on it, fer chrissakes! Good, clean, wholesome entertainment.

SUPER MARIO 64

Publisher: Nintendo

Reviewed: Issue 1

64
SWEEPER**92**
percent

IN THE REAL WORLD, OF COURSE, A FLYING HAT WOULD CAUSE MARIO'S BODY TO COME OFF AT THE NECK DUE TO THE WEIGHT OF HIS PAUNCH.

The N64's very first game, and the one that made people take out second mortgages to pay for the then-£250 console. It's still a great game even today, though its original wow-factor has been diminished enormously by everyone else getting aboard the 3-D bandwagon. This shouldn't deter you from buying it, as it's great (if over-cutesy) fun.

TAMAGOTCHI WORLD

Publisher: Bandai

Reviewed: Issue 11

66
percent

Weirdness overload as the bleeping keyring creatures that were last year's fad make it to the N64 in the form of an electronic board game. The winner is the first person whose Tamagotchi reaches adulthood, helped along by a series of subgames. It's quite good fun, but there is a lot of Japanese text, and the subgames aren't nearly as frequent as they should be.

TETRISPHERE

Publisher: Nintendo

Reviewed: Issue 10

70
percent

Tetris with balls, if you will. This update of the classic Game Boy puzzler takes place on the surface of a spinning globe, inside which is trapped a robot, but the idea is still the same – group blocks to make them disappear before they stack up and overwhelm you. The UK release is excellent value, and there are plenty of gameplay options to maintain interest.

TOP GEAR RALLY

Publisher: THE Games

Reviewed: Issue 7

Price: £54.99

85
percent



"MY WIFE'S CAR IS PAINTED IN THE COLOURS OF A CARIBBEAN COUNTRY." "JAMAICA?" "NO, SHE DID IT OF HER OWN ACCORD." ZING!

Top Gear Rally is the most realistic racer on the N64 so far, and a respectable rival for the likes of *Sega Rally*. It boasts five large courses with variable weather conditions, and car handling that is as near as you can get to reality when you're steering with a plastic mushroom. Plus you get to drive around in a milk float, if you really want to!

TUROK: DINOSAUR HUNTER

Publisher: Acclaim

Reviewed: Issue 2

Price: £39.99

70
percent



Now at a new low price, *Turok* is much better value, though in terms of playability it is nowhere near the level of *Goldeneye*. Still, that shouldn't deter fans of bloody slaughter as the titular Indian takes on armies of thugs armed with only his trusty bow, arrow and nuclear accelerator. If Mario's sugary antics aren't for you, *Turok*'s the man. Well, him and Duke.

WAVE RACE 64

Publisher: Nintendo

Reviewed: Issue 1

Price: £59.99

83
percent



An exemplary jetski simulation, which laughs so much at games like the PlayStation's *Rapid Racer* that it vomits over them. When it comes to watersports (no, not that sort), *Wave Race* is the only place you should look. There aren't all that many courses to race upon, but those that there are are tricky enough to challenge the skills of even the most hyped-up gamer.

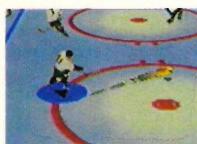
WAYNE GRETZKY'S 3-D HOCKEY

Publisher: GT Interactive

Reviewed: Issue 5

Price: £59.99

78
percent



The first and until recently the only ice hockey game on the N64, *Wayne Gretzky's 3-D Hockey* won fans because of its bone-crunching gameplay and its excellent use of the Nintendo analogue controller. Up to four people can take part in this top-notch simulation of frosty mayhem – the only stumbling block is that nobody over here watches ice hockey!

WAYNE GRETZKY'S 3-D HOCKEY '98

Publisher: Midway

Reviewed: Issue 10

Price: Import

78
percent



The sequel to *Wayne Gretzky's 3-D Hockey*, and a game whose title must have kept the best brains of Midway in the States occupied for literally nanoseconds. It maintains the same excellent gameplay of its predecessor, but unfortunately fails to improve on it in any way. The only differences come in updated player stats and teams, so it's one for ice hockey completists only.

WAR GODS

Publisher: GT Interactive

Reviewed: Issue 6

Price: £59.99

40
percent



For quite some time, *War Gods* was used as a benchmark for beat-'em-up awfulness. Then along came *Clayfighter*, and suddenly *War Gods* seemed like *Street Fighter* in comparison. That still doesn't mean that this clomping, inadvertently comedic testbed for *Mortal Kombat 4* is worth getting, though. Unless you like fighters who mince about like John Inman.

WCW VS NWO WORLD TOUR

Publisher: THQ

Reviewed: Issue 9

Price: £54.99

83
percent



Surprise number one: THQ came up with an excellent N64 debut game. Surprise number two: it's wrestling! *WCW Vs NWO* provides something no other fighting game has managed – full-on four player foul play, with loads of famous faces from the OTT world of American wrestling. Good enough to appeal to non-fans of the 'sport', which is something in itself!

WHEEL OF FORTUNE

Publisher: Gametek

Reviewed: Issue 10

Price: Import

30
percent



Sans Bradley Walsh (yay!), sans Jenny Powell's legs and cleavage (booo!), this is the American version of the gameshow for numbskulls. Although it features the N64's first in-game video footage (hostess Vanna White babbling on inane in a small video window), the questions are far too American-oriented and insanely literal for UK players to get to grips with.

WILD CHOPPERS

Publisher: Seta

Reviewed: Issue 9

Price: Import

70
percent



A sort of 3-D version of the old *Desert Strike* games, *Seta's* whirlybird wig-out offers some short-term fun, but is hampered by a fairly limited number of missions and an effective but hard-to-learn control method. It also has a rather glacial pace, like all-out war in a bowl of half-set jelly. As the only game of its type, it might be worth a look for frustrated Kilgores.

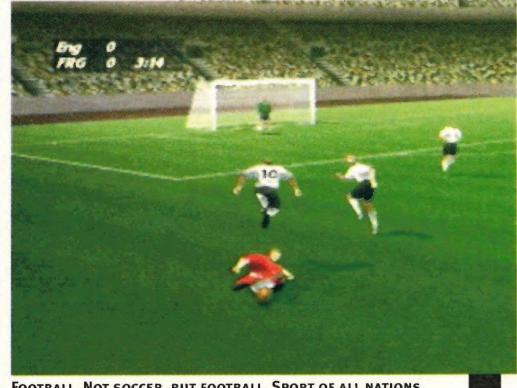
WORLD CUP '98

Publisher: THE Games

Reviewed: Issue 7

Price: £54.99

93
percent



After the dud start of *FIFA 64*, then the much-improved *FIFA: Road To World Cup*, EA Sports have finally hit their stride with *World Cup '98*. The official game of the French event, *WC '98* is easily on a par with Konami's *ISS 64* in terms of gameplay, so if you want to relive/avenge your team's victory/defeat, you can at last do it without spending hours putting in all the names.

WORLD SOCCER 3

Publisher: Konami

Reviewed: Issue 9

Price: Import

86
percent



An update of Konami's classic *J-League Perfect Striker*, which gives Japanese players the chance to use the same international teams that featured in *ISS 64*. The consensus was that it wasn't really an improvement over either game, though that didn't stop the Paragon footie contingent laying claim to it and a Japanese N64 every night after work.

YOSHI'S STORY

Publisher: Nintendo

Reviewed: Issue 10

Price: Import

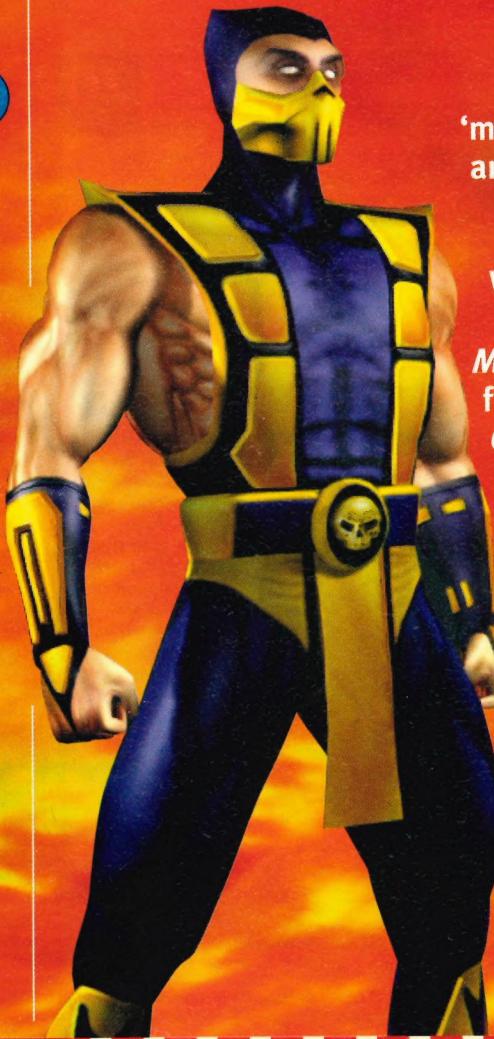
79
percent



A surprising let-down from Nintendo, perhaps because of the minimal involvement of game guru Shigeru Miyamoto. *Yoshi's Story* is amazing to look at, simple to play... and obscenely, laughably easy to complete. The Western version has been tweaked very slightly with an extra ending for those dedicated enough to complete the game collecting only melons, but apart from that it's the same.

PREPARE FOR KOMBAT!

98



That's 'kombat' as in 'mortal' – *MK4* is on its way, and we'll have the first full review next issue!

We'll also be reviewing *Quest 64* (alias *Holy Magic Century*), the N64's first true RPG, as well as *GT 64* and a whole slew of baseball games, for those who like hitting things with sticks!

Not enough? Well, we'll also be going behind the scenes of a major new game (shh! It's a secret!) and giving you, as always, absolutely the best N64 stuff you can find. July 16 marks the arrival of issue 16 – make a date!



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Dead pool this issue: Crop airline food; Godzilla's Jimmy Hill chin; annoying DJ Chris Moyles (again); stopovers at Chicago's O'Hare airport; the rank hypocrisy of certain publications; tosspot building management companies who demand even more money than you're already paying them; that McDonald's ad with Alan Shearer and Spot Boy™.

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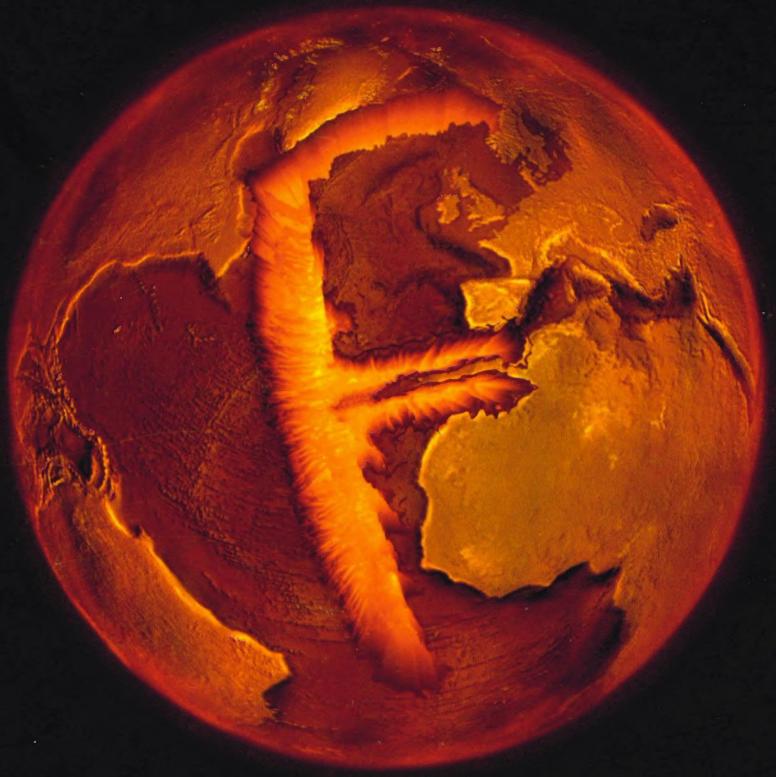
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